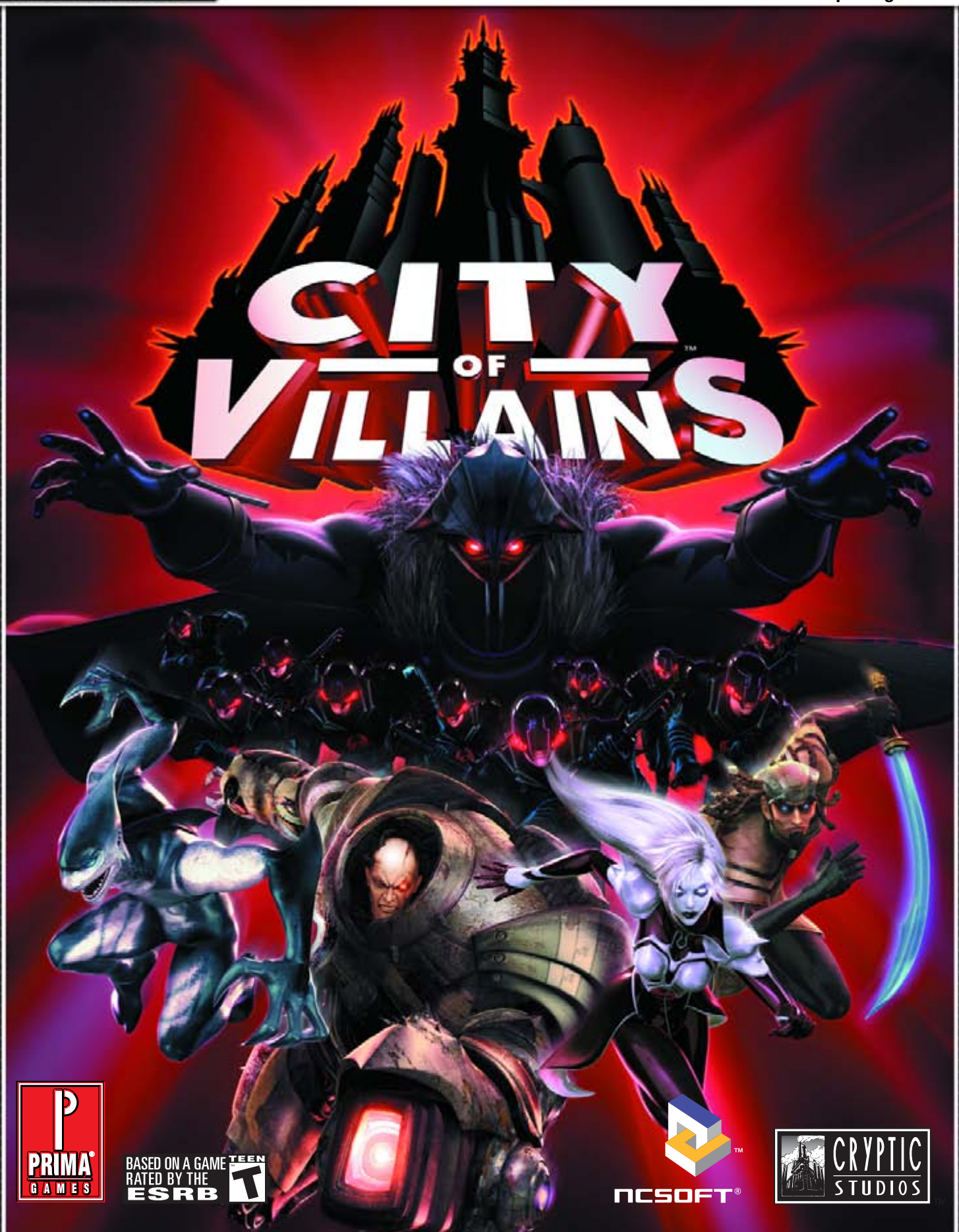
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PRIMA'S OFFICIAL GAME GUIDE

VOLUME 1 – ISSUE 1

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INTRODUCTION

NOTE

This guide caters to both beginning and advanced players of *City of Villains* (via *City of Heroes*). Beginners will get the most out of chapters 1–4, and everyone will benefit from the remainder (advanced players will find a great deal of value in the brand-new PvP and Base sections). If you're coming over from *City of Heroes*, however, chapters 3 and up will be the most useful.

TWO SIDES TO EVERY COIN



Welcome to one-half of Prima's one-two punch for NC Soft/Cryptic Studios' *City of Villains* (the other half being, of course, *City of Heroes*). Herein you'll find all the info you need to make the most of your experience, with tactics, strategies, and info on all things Rogue Isles–related. A glossary of terms and an FAQ will help illuminate the major differences between the two games and how they complement one another.

THE GLOSSARY

Myriad terms used throughout this guide may be unfamiliar to you: Here we define the ones you'll encounter in the guide as well as those you may come across online:

Aggro: This is the concept of enemies tracking a particular player and "locking on" to him or her. Having or holding aggro can be good or bad depending on how resilient you are, and can be very bad if you're not strong enough to handle the foes in question.

AoE: Shorthand for "area of effect." This is the area that a power will cover from its point of impact.

Archetype: One of the five primary "classes" that you can play as in *City of Villains.*

Build: The type of character you create within certain parameters. Please see Chapter 3 for sample builds for each of the primary Archetypes.

Buff: Any power that enhances the powers and abilities of a Villain's allies.

Combos: A set of powers that work well with one another, performed in rapid succession.

Crowd Control: Blanket term for how a player or team handles groups of enemies and keeps them under control.

DD: Shorthand for "direct damage." This is any type of damage that expends its full force in one attack as opposed to DoT (damage over time).

Debuff: Any power that reduces the effectiveness of an enemy's powers or abilities.

DoT: Shorthand for "damage over time." This refers to any power that inflicts damage over a

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set amount of time as opposed to DD (direct damage), where all damage is delivered in one instant.

DPS: Shorthand for "damage per second." This is the essential unit of measure for exactly how much damage your alter ego is capable of delivering over the course of one second; the higher the better (note: this value is generally hidden and not readily accessible to the player).

Grinding: Earning XP (experience) by killing mobs over and over.

Herding: Corralling a large number of mobs together and then taking them all out at once.

Interrupt: Any power that prevents an enemy from executing an attack.

Kite: Luring a foe across the field of battle, slowly killing your target as you move *away*. The basic idea is that this keeps you out of range of an attack while slowly whittling your foe down to nothing.

Knockback: An effect of many powers that sends a foe a predetermined distance away from the point of impact, interrupting the attack and slowing the enemy down.

Knockdown: An effect of many powers that knocks an enemy on his or her back, thereby interrupting the attack and slowing the foe down.

LFG or LFT: Shorthand for "looking for group" or "looking for team." Use this in the chat window to signify that you're looking for someone to play with. Example: "SuperMouse: LvL 40 Tanker LFG."

LFM: Shorthand for "looking for member." Use this in the chat window when you're looking for a particular type of player, whether it be an Archetype, specific level, or both.

LoS: Shorthand for "line of sight." This refers to powers that require an unobstructed view of an enemy or ally to work.



LvL: Level.

Mez: Mesmerize. This refers to any power that immobilizes, fears, holds, or sleeps, and holds them in place. Dominators are the primary class for "mezzing."

Mob: Shorthand for any NPC foe in the game.

Newb: Shorthand for "newbie." This refers to anybody who is new to the game. Can also be a term of derision (even at high levels).

NPC: Shorthand for "non-player character." Any entity in the game that is not controlled by a human (a PC) is an NPC.

PBAoE: Shorthand for "point blank area of effect." This denotes that the area of effect originates at the power's user.

Pulling: One of the most basic MMO strategies. It refers to the act of drawing a mob or mobs toward the player or team.

PvE: Shorthand for "player vs. environment." Refers to any combat where the player is fighting an NPC.

PvP: Shorthand for "player vs. player." This refers to any combat where the player is fighting another player.

Rez: Shorthand for "resurrection," such as when a player or NPC is "rezzed" by another player or after being revived in a hospital.

Solo: Playing alone (i.e., without a team).

Spam: To repeatedly use the same attack over and over.

Stacking: Any power or powers that, when used in rapid succession, have a beneficial effect on one another. It also refers to combining Enhancements (see Chapter 2).

Tank: Any character who manages aggro or is designed to take a lot of abuse. In *City of Villains*, that role generally falls to Brutes.

Threat Level: This *City of Villains*–specific term refers to the (hidden) number that determines your ability to access certain contacts and zones (please see Chapter 2 for more information).

XP: Experience (or EXP). This is the unit of measure that helps you reach the next Security Level. XP is earned by defeating mobs and completing missions.

Zone: One of the myriad areas that *City of Villains* takes place in. The Rogue Isles, for example, is made up of zones such as Bloody Bay and Mercy Island.

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FAQs

These FAQs answer any questions you might have about *City of Villains* and *City of Heroes*. Be sure to check out *Prima's Official Game Guide* for *City of Heroes* as well!

Q: What is *City of Villains*?
A: *City of Villains*™ is the standalone sequel to the critically acclaimed MMO *City of Heroes*®. Using a staggering assortment of new powers, abilities, and customization options, players will experience sinister game play from the other side of the mask. With diabolical craft and guile, players forge new super-powered villain characters in an attempt to dominate the world. Heroes and authorities of Paragon City will do all in their power to thwart these evil plans of destruction. It will take a supreme effort for true domination.

Q: What are some of the key features in *City of Heroes*?
A: Some key features include:

Become a valiant Hero: Players can advance from low-level rookies to eventually fulfill their destiny as legendary Superheroes.

Design and build infinitely customizable citadels of good: Players repel intruders with vicious weaponry and diabolical defenses.

Heroes and Villains collide: Now players can choose to take on the most challenging rivals of all time—each other!

A huge variety of missions: Instances, rescues, Task Forces, Trials, and more!

Incredible Hero variety: Seven Archetypes, tons of powers, and an awesome character-creation system.

Q: When will the game be released?
A: The game is available now!

Q: If I already have *City of Heroes* or want to reactivate my *City of Heroes* account, will I still get the first month free when I purchase *City of Villains*?
A: Yes, you will still get your first month free when you purchase *City of Villains*.

Q: Will there be *City of Villains* game time cards?
A: Yes, *City of Villains* game time cards are available at your local retailer. *City of Heroes* game time cards will also work for *City of Villains*.

Q: What will I have access to with each game?
A: In each game, you'll have access to:

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COH AND COV FEATURE AVAILABILITY

FEATURE	COH ALONE	COV ALONE	TOGETHER
PvP Zones	X	X	X
Bases and Salvage	—	X	X
New Costume Options	—	X	X
New Villain Archetypes	—	X	X
All Villain PvE Content	—	X	X

Q: Will *City of Heroes* and *City of Villains* share the same servers?
A: Yes, *City of Heroes* and *City of Villains* will share the same universe and, therefore, they must coexist on the same servers. Many of the existing (and yet-to-be-released) features and zones within *City of Heroes* and *City of Villains* require that Heroes and Villains be able to interact fully.

Q: For customers who have purchased both *City of Heroes* and *City of Villains*, how will they manage their Hero and Villain characters?
A: There will be a few distinct changes. Players will manage their Heroes and Villains from the same menu interface. The Villain and Hero menu themes will alternate based on the player's most recent selection. For example, if you have selected a Villain, the interface will reflect *City of Villains*.

Q: How many character slots will *City of Villains* have?
A: Whereas people with only *City of Heroes* or *City of Villains* will have the normal 8 character slots per server, those with both games will use a new interface with 12 character slots. Those 12 slots will accommodate both Heroes and Villains (so if players choose to, they can fill all 12 with Heroes or with Villains).
Q: Can existing *City of Heroes* users purchase *City of Villains* just for the additional four character slots per server?
A: Yes. But *City of Villains* has far more value than extra character slots, including the ability to carry base building over to *City of Heroes*, base raids, and some very cool upcoming features.

Q: Will I have to purchase *City of Villains* to have access to the new PvP zones?
A: No. *City of Heroes* players will gain access to the three new PvP zones by the start of the *City of Villains* weekend head start (the weekend head start comes when you purchase the preorder box).

Q: Will you continue to provide updates for both games?
A: Absolutely. Both games will continue to receive issue updates.

Q: Is this just an expansion to *City of Heroes*?
A: *City of Villains* is a stand-alone title, not an expansion. It may be played without *City of Heroes*, but there are clear advantages to owning and playing both. If a player has only *City of Villains*, he or she may play only a Villain, not a Hero. Also, if players want to build a base for their Hero characters they will need to get *City of Villains*.



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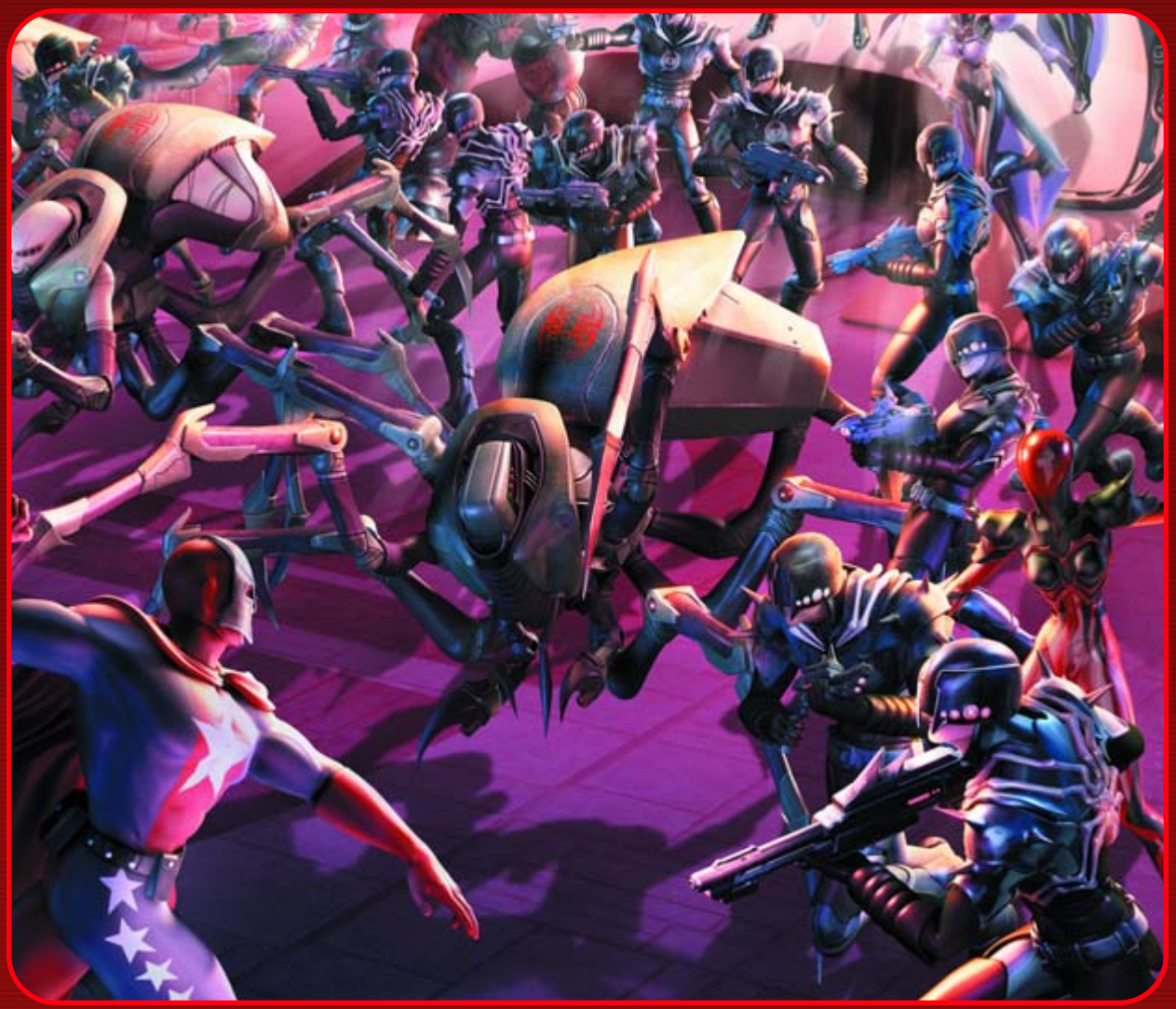
Q: So you're saying that there will be lairs and bases?
A: Yes, in *City of Heroes* (provided you purchase *City of Villains*), all Hero characters can create custom bases with an extremely high amount of detail, rivaling that of the character creation for which *City of Heroes* is well known. The base-building feature from *City of Villains* will also carry over to *City of Heroes* members who have active subscriptions, enabling them to construct Hero bases as well.

Q: What are some of the cool new items I can have in my lair or base?
A: Players can create their bases from the ground up. They can place walls, raise and lower ceilings and floors, build hospital rooms, transporters, and more. Textures, colors, and lighting can all be customized, and players can use tons of decorative items in their bases as well. Players can protect their creations by placing turrets, traps, and other defense mechanisms. All of these result in nearly limitless options.

Q: Will we be able to raid other Super Groups' bases?
A: Yes, it is possible to raid someone else's base! Base raids are entirely consensual as you battle it out with other Super Groups for Items of Power.

Q: Other than base raids, what kind of PvP action will there be?
A: In addition to base raids, players can also enter PvP zones, each with a different goal and each with different types of PvP gameplay.

Q: Does *City of Heroes* require players to participate in PvP?
A: No. While there will be PvP-specific features and events, player-vs.-environment (PvE) content will be abundantly available. Both games will have PvP and PvE elements. Players will never be required to play in PvP battles—they are by player permission only.



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Q: What types of Heroes can I create?
A: There are seven cool Archetypes in *City of Heroes.* There are five from the start: Scrapper, Tanker, Controller, Defender, and Blaster. Once you reach Level 50 with one of those you get access to two more: Warshade and Peacebringer.

Q: Will the *City of Heroes* comic book be available to all *City of Heroes* and *City of Villains* players?
A: Yes, the comic book will continue to be available to players of both games. To ensure delivery to everyone, including our international customers, the primary method of distribution for the *City of Heroes* comic book will soon be digital. Starting with Issue 7, we will post a digital copy of the comic book for all *City of Heroes* and *City of Villains* players to view and/or save.

Q: What are the necessary system specs for *City of Heroes* and *City of Villains*?
A: The currently estimated system specs are below. We will continue to test the game and adjust these as necessary.

MINIMUM SYSTEM REQUIREMENTS:

Microsoft® Windows® 2000/XP
Intel® Pentium® III 800 Mhz or AMD Athlon™ 800 Mhz
512 MB RAM
CD-ROM Drive
4 GB Available HDD Space
NVIDIA® GeForce 2 Series, ATI® Radeon® 7500 or Intel® i810G Series Video Card
16-bit Sound Card
56k modem
DirectX® 9.0c
Keyboard and Mouse

RECOMMENDED SYSTEM REQUIREMENTS:

Microsoft® Windows® 2000/XP
Intel® Pentium® 4 2.0 GHz or AMD® Athlon™ XP 2000+
1 GB RAM
16X CD-ROM Drive
4 GB Available HDD Space
NVIDIA® GeForce™ 6200
16-bit Sound Card
Broadband Internet Connection
DirectX® 9.0c
Keyboard and Mouse



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PLAYING CITY OF VILLAINS

NOTE

This chapter will familiarize you with the essential information you need to play *City of Villains* effectively, without bogging you down in too many details. Chapters 3 and on provide much more in-depth info. This chapter should be considered the bare minimum to learn the ins and outs of life in the Rogue Isles.

THE GAMES OF COV

From Level 1 to Level 10, we're just getting our feet wet, feeling invincible, and are very effective compared to enemies our level. We can easily defeat yellow and often orange foes, and attacking a red enemy does not seem like complete insanity.

Levels 11—19 are a wakeup call, where all of a sudden the enemies are hitting a lot more often, are starting to use real powers, and 1:1 effectiveness drops quite quickly. If we haven't grouped yet, here is where we start teaming up for survival's sake.

Levels 20—29 are the power game—this is when we truly discover our villainous potential and we're fighting opponents who use powers and bosses who seem unstoppable (boss damage starts to rise to the mid-three-figure range). Things are really rough at this level.

Levels 30—39 are the high-level game and endgame, where we're fighting major enemy factions in St. Martial and taking down powerful bosses. Soloing at this level is still difficult, but as Villains approach their full potential, it starts to get more manageable.

NOTE

In addition to these PvE breakdowns, *City of Villains* also incorporates a form of PvP centering around Arena combat as well as hosts Hero vs. Villain combat for those who play both *City of Villains* and *City of Heroes*.

LEARNING THE ROPES

To engage in successful combat in *City of Villains*, there are several steps you must go through when encountering enemy mobs.

The following info covers merely the most basic steps to successful battles in *City of Villains*. In chapters 3, 4, 7 and 8 you'll learn more in-depth info on handling each Archetype, how these roles apply in groups, and how they apply to PvP and base raid settings.

CONSIDERING

While this is detailed in the manual it bears repeating here because a solid grasp of this concept is key to keeping your alter ego alive and breathing:

GRAY These opponents are significantly less powerful than you. You will be able to utterly destroy these mobs in solo combat.

GREEN Substantially less powerful than you. Compared to gray, these are only *slightly* more powerful. You should be able to, again, take them out easily.

BLUE Less powerful than you. This is where things get interesting. While groups of these won't prove much of a threat to Stalkers and Brutes, they can, in sizable numbers, be deadly to the other Archetypes.

WHITE Power level is about even to yours. As with blue foes, you'll find that the more melee combat-oriented Archetypes can easily take several of these at once. Exercise caution if you're one of the other Archetypes, depending on your build type.

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YELLOW A bit higher than your combat level. Here things start to get challenging. You should be able to solo these with care if you are melee combat–oriented. If you are not a Stalker or Brute, be very careful. Careful sniping and pulling strategies might be necessary. Groups of these can be dangerous to any Archetype

ORANGE Substantially more powerful. These are only for those who know exactly what they're doing, have sufficient Inspirations, or have an escape route planned. While experienced players can take these, with care, novices should steer clear. It is almost never a good idea to try to take on groups of orange-level mobs.

RED Significantly more powerful. Even the best of players, one-on-one, will have issues with red-conned mobs. Generally speaking, you do not want to tangle with these, ever.

PURPLE Far ahead of your combat level. While there are rumors that super-skilled players can take purple-conning mobs, the upshot is that they are not worth the time or risk of dying to kill (since you can kill several orange or yellow mobs in the same time span). Purple mobs, in fact, are even deadly to groups, so be **very** careful and make sure you have a Brute or very skilled Controller along for the ride.

PULLING

Pulling, or the art of breaking a group of foes into more manageable pieces, is a complex but necessary skill that many Villains need to learn, especially those who have any thoughts of trying a solo career. There are four ways to pull targets from a group: aggro, ranged, taunt, and teleport foe.

Aggro pulling is the poor-man's taunt and requires no specific powers, but it is the least reliable. To aggro pull, simply approach the group slowly, making sure that the closest enemy is facing in your direction. When the target turns to fully face you and changes posture to a combat-ready stance, perhaps spouting some text to indicate you've been spotted, stop advancing and stand still. After a few seconds, he will turn aggressive and begin attacking. At this point, back away and get behind something, forcing the opponent to close on you instead of shooting at you from the group. Because you've done no damage, the aggro toward you is tentative—if you back away too fast, your target may not follow at all, so multiple attempts may be necessary.

The upside of this pulling is not having to invest any powers in it at all; any Villain can do this.

The downside is that it's extremely unreliable and stands the greatest chance of pulling more than you desire, frequently the entire group. It also requires line of sight (LoS), and the puller must be very close to the group, so the puller needs a very steady hand and must be very patient.



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Ranged pulling employs a ranged attack to "snipe" at one of the enemies in the group to increase aggression toward you, so you can retaliate. In most cases, only the targeted mob will come, and the key here is to quickly duck behind something to force the mob to close instead of fighting from range.

The upside is it uses powers most ranged Villains have, without requiring a dedicated pool.

The downside is that it requires LoS, though at a much longer range than aggro pulling. Also, only certain attacks can be used for this, because a ranged attack that has an AoE (area of effect) or does a lot of damage runs the chance of aggroing the entire group.

Taunt pulling uses the melee power of Taunt, which creates an artificial aggression that triggers the target to turn and rush you (the taunter).

The upside here is that, because the aggression is limited and artificial, it has the least chance to fail and pull the entire group.

The downsides are that it requires LoS, its range is almost as short as aggro pulling, and the aggression is only temporary—which means a ranged target might try to stay with the group and not close.

Teleport foe is the best form of pulling, using the power Teleport Foe to translocate the target to the place of your choosing.

The upside here is very long range that does not require LoS, meaning your Villain does not have to duck and the target is forced to move and close to the puller. It has the same chance of aggroing the entire group as Taunt.

The downside is that it requires spending one of your pool slots on the Teleport power pool, one that may not fit into your character concept.

GENERAL PULLING GUIDELINES

- Never attack pulled enemies until they're at least 150 percent of the aggro radius away from their group. Attacking within that radius will light the other mobs up and bring them to your target's aid.
- Once a group is poorly pulled, it will always be poorly pulled until the mobs despawn. So, if there are eight mobs and you try to pull one but get eight, if you run away, rest, and try to pull again, all eight will always come, no matter how successful the subsequent pull attempts might have been. Your best bet, if it's an option (i.e., you're not in a mission), is to simply go find another group and let this one despawn.
- The higher the target's level is over the puller's level, the greater the chance of a failed pull and/or a cascade pull of many or all of the mobs around the target. Lieutenants and bosses get a bonus to this, and bosses can never be successfully teleported. The teleport may say it was successful, but the boss will make its way on foot to where you are waiting.
- Try to aim any knockback attacks of a pulled mob away from the group and any nearby groups. Damaged mobs have a larger aggro range and will call for help, bringing to its defense any group that it gets near while you actively attack it. This doesn't apply to runners—a runner who runs through a group will not aggro it—but if you blast a runner in the middle of a new group, that will aggro the group to the blaster.

LEGGO MY AGGRO

*New to **City of Villains** (and Issue 6 of **City of Heroes**) is a new aggro cap. This means that you can no longer herd an entire zone's worth of enemies to their demise.*

To test this, run around a zone and aggro as many mobs as possible. Past a certain point, some lose interest and return to their points of origin. This is done to enhance the balance of the game, as many players were taking advantage of the herding bug to easily power level their alts.



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UNEQUAL COMBAT MODIFIERS

When you fight a Hero whose level is higher or lower than yours, the power of your attacks is modified. You attack Heroes below your level with greater power; you attack Heroes above your level with reduced power.

The modifiers listed to the right affect your chance to hit, as well as the duration of the power (for powers with duration) and the magnitude of the power (for example, for powers that inflict a certain amount of damage with each strike).

COMBAT MODIFIERS

LEVEL ABOVE/BELOW	TO HIT	DURATION	MAGNITUDE
-10	168%	210%	210%
-9	148%	200%	200%
-8	141%	188%	188%
-7	135%	177%	177%
-6	130%	166%	166%
-5	125%	155%	155%
-4	120%	144%	144%
-3	115%	133%	133%
-2	110%	122%	122%
-1	105%	111%	111%
0	100%	100%	100%
1	90%	90%	90%
2	81%	80%	80%
3	73%	65%	65%
4	64%	48%	48%
5	55%	30%	30%
6	45%	15%	15%
7	33%	8%	8%
8	15%	5%	5%
9	8%	4%	4%
10	5%	3%	3%
11	4%	2%	2%
12	3%	1%	1%
13	2%	1%	1%
14	1%	1%	1%

BASIC HUNTING TIPS

ROOFTOPS

While they are not always easy to get to, rooftops often have higher-level encounters on them.

Watch out, though. If you accidentally stumble off one of the high buildings, you'll take quite a bit of damage from the fall itself. Of course, if you have Hover/Fly, that falling issue is a moot point. (You can't die from a fall, but you can be reduced to as low as 1 hit point. So fall all you want, as long as you don't fall into a group of bad guys.)

HOVER BLASTING

This tactic involves hovering over a group of opponents and hammering them from above with ranged attacks. With some adversaries (particularly at lower levels) it's possible to do this for a long time, taking no significant damage. As you rise in level it becomes increasingly hard to find enemies to hover blast that are completely safe for you.

Even if the foe does have a ranged counter-attack, though, you have to look at the big picture. First, Hover does increase your defense, so you're hit less often. Most importantly, if your target can hit

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you for, say, 45 ranged and 190 melee, that fact alone means you've reduced the damage you take by almost 80 percent over what you'd take if you fought on the ground.



PORT 'N' BUMP

"Port 'n' Bump" is another useful application of Teleport Foe—teleport an opponent up to a perch spot (for example, a building ledge), then use a Knockback power, knocking your target off the perch. Repeat as necessary. This is another good way to do lots of damage without taking too much.

ADVENTURING AT THE STARTING LEVELS

At this point in your career, your only goal is advancement. One advantage you have is that, for the first four levels you do not accumulate experience debt upon defeat. Also, for this entire range of levels, you're more effective vs. yellow (and higher) mobs than you will be for the rest of your career. Take advantage of this.

Do not be afraid to push the envelope and attack a foe that is red. If you win, the rewards are significant. If you lose, you have a quick run back to the action. The more risks you take, especially at Level 4 and below, the faster you get through these levels. Once you hit Level 5, tone the risks down a bit and don't be afraid to run, as you want to avoid debt. CoV's "death penalty" system is the most lenient of almost any MOG, but it still reduces your advancement efficiency, and you want to avoid that.

Grouping is useful at this level but not strictly necessary, as advancement grouped or solo is pretty much equal. So group only for social reasons, or just for practice.

Maintain your contacts and make sure you push through your missions and raise your relationship with them. They are your gateway to later contacts and better missions down the road.

Make absolutely sure you pick up your Travel power pool between Levels 6 and 12. This is the fastest you'll be advancing in the game, and Level 14 (when you can take your primary Travel power) is a long way away. You must already have the first or second power in your Travel pool before you can take a primary Travel power at Level 14.

In fact, it's a good idea to have already planned the pools you want up front, and start them off at Levels 6, 8, 10, and 12 (though there is no requirement to take all four, and for some character concepts taking that many pools can be a serious mistake). Taking all four pools means you skipped four chances to get new primary or secondary powers, but it gives you many more choices down the road. You probably want to take at least two or three pools, depending upon your concept.

NOTE

The Teleport pool brings with it two very choice powers that have little to do with power and are available immediately: Teleport Foe and Teleport Friend, both very useful in groups.

Having all these pools open now means you'll be able to acquire the higher-level pool powers much more quickly when you want them in your 20s or 30s.

You begin your career in Mercy Isle and graduate to Port Oakes at around Level 5 or so. Cops or crooks, don't discriminate; beat them all down to establish your reputation among the villainous elite, or at this point to gain levels as fast as you can.

The first two Inspirations you get in the game are likely the best you are going to see for quite a while. They're +75 damage and +75 health Inspirations. Try to buy a few of these from other Villains if you can—they just help so much in early boss fights.

Use this time to get familiar with the controls. Learn how to kite foes, jump, and fight, and also familiarize yourself with the benefits of your Archetype's inherent powers.

Look around. Enjoy the scenery. This isn't a race to become the first to do this or that—unless you want it to be.

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BE SELFISH!

Yup, to heck with others. Do your first 10 levels or so solo, or maybe in small groups. You need to work on what you need to survive alone, first and foremost. This can impact you most when choosing a group aid power over that first pool power. So even if you plan to be a group-oriented support character, build as selfishly as possible at least through Level 10.

ADVENTURING IN YOUR TEENS

The game changes at this level, and your playstyle needs to adapt or you'll get to tour all the zone hospitals—and let me save you the trouble; they all look absolutely identical from the inside.

This is when enemies with powers begin to become common, but more importantly, this is when they start hitting hard. Tactics that some melee and ranged PBAoE Villains use—such pulling in a lot of mobs around them so they can do damage to several foes at once—begin to backfire as the bad guys are now hitting for up to 100 HP per strike, which can drop a Villain like laundry in a hamper.



While enemies' melee damage is almost always greater than their ranged damage, the difference in this level range is quite startling—a differential of 3–5 times or more. They also start using Hold, Stun, and Disorient effects, though they are still quite rare, so avoiding unwanted melee becomes more important to survival.

In other words, all of the tactics that were useful in the prior range go out the window, and new ones need to be formed.

Pulling becomes more a requirement at this level, as the mobs are now able to destroy a ranged Villain in as little as 2–3 hits, so uncontrolled aggro is significantly less desirable.

There are a lot of foes at this level, in Cap Au Diable, so finding viable targets is not difficult. Grouping and running missions becomes the fastest way to advance through this range, so making sure you managed your contacts properly from the prior range is very helpful, and you should continue that.

Enhancements become a significant factor, because your powers are now doing real damage, so make sure you keep them green and optimize how you combine them to get the most out of them. Trade with friends and barter for them before you sell and buy, because the buy-back value at the store is 1:4, meaning you need to sell four at a given level to buy one at the same level that you might want or need. Also, Dual Origin Enhancements start falling at the higher end of this range, so use any usable ones you find and begin your transition to Dual Origins for all your powers at that point.

Level 10 opens up the option to build a Supergroup, and other group-specific benefits become available to your team.

If you made the right selections in the prior levels (see the sample builds in chapter 3), your Travel powers will become available and moving around the map will become much faster than were before.

Also—and this is important—you may still be able to solo orange on a minion, or yellow on a lieutenant, but bosses will quickly eat you alive unless:

- You have range and they do not (rare).
- You have plenty of Inspirations to burn.
- You have a power set particularly suited to take that boss (like Fire Resistance against a flame-based boss).
- Your tactics are impeccable.

But unless you are 100 percent confident here, call for help. This is where bosses really start to boss you around.

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ADVENTURING IN YOUR 20s

This level is where you start realizing you are not invincible. Even if you could routinely solo a few yellows before, now they start really laying the smackdown on you.

Your missions pit you against much tougher minions and powerful bosses. Stun, Mesmerize, Sleep, Disorient, and Psionic attacks become commonplace, and foes with powers are the norm. This range brings in yet another rethinking of your tactics, because now a melee Villain is facing foes that can and will hit for a third of your hit points—which means all of a Corrupter's—in a single hit. Mobs begin self-reviving, healing themselves and each other, and in general making combat much more complex.

Endurance conservation starts to have more of an impact. You are facing tougher foes, your fights last longer, and you tend to get tuckered out a bit more often. Of course, by now you have many Enhancement slots to try to rectify it, but if you want your damage to keep good pace, your Endurance drain will suffer, since you still have the same amount of Endurance you had from day one.

TIP

Locate the trainers in each new zone to avoid spending time traveling back to Mercy Isle every time you level.

At Level 20, you can start Strike Force missions, beginning with Silver Mantis, after you join a supergroup and build a superbase. These are tremendous experience and reward boosts, and they're highly recommended, though they do take a significant time investment for the entire group—do not enter into them lightly.

Soloing at this level is much harder and grouping becomes the fastest way to advance by far. Solo play is still quite viable; it just requires a great deal of creativity.

Missions are still the best way to advance, as they provide a guaranteed lineup of targets at your level, in just the right size for your group, with nowhere for them to run, and without you having to hunt all over the place and risk aggroing more than you can handle.

In this level, you start replacing your generic Enhancements with Dual Origin ones, and Single Origin ones start dropping. While the Single Origins do provide a greater bonus than the Dual Origin ones, they also cost a great deal more and put you on the track of having to pay that much to maintain them. Investing in them is not recommended until you are completely green on all your duals and are higher up in this range. Otherwise, you may find yourself at one point with red singles or duals, and not enough Infamy to upgrade them.

The fights at this level become larger and more volatile, as the foes are using AoE attacks, mezzes, and Stuns. Solo Villains must pick their targets very carefully (for example, just because that Consigliore is alone does not make him a choice target for a solo Villain), and groups must properly order their targets to make sure the correct ones are eliminated first, before they can wreak great havoc upon the team.

ADVENTURING IN YOUR 30s

In your 30s, you get a significant boost to all your powers and can greatly increase your overall effectiveness. This is the result of two things: you now acquire three enhancement slots for every level that you don't gain a new power, and you can start buying Single Origin Enhancements that boost your powers much more than your Dual Origins. You finally start seeing the true strengths of your character and get a glimpse of how effective he or she will be at endgame. You should already have an effective attack routine with most of your favorite powers slotted. With the incorporation of Single Origin Enhancements, you'll see a marked improvement in powers like Stamina, where your Endurance regeneration will be significantly better, as well as in powers that improve accuracy and defense.



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Regular minions become relatively easier to handle, even in large numbers. Your best bet for efficient leveling is to hunt in St. Martial, where there are a great variety of mobs ranging Levels 30–39, in groups that you can take out solo. Beware of lieutenants and bosses; they appear in mob groups more frequently and will hit you with many nasty disabling attacks, such as Stun, Hold, and Disorient. At this level, street sweeping in a group is much quicker and more efficient for leveling, as Villains are beginning to demonstrate their full potential. You can blast through group after group of foes with little downtime given the right mix of Archetypes in your group.

Missions are still a great way to quickly level up and to gain new unique rewards. There are missions to earn additional aesthetic rewards for your costumes and overall appearance. Missions always guarantee you a nice collection of equal-level foes along with a handful of lieutenants and some bosses for you to battle without competition from other players. Try the Strike Force missions available in these zones for your level to spend a couple of hours just running Instances with a group.

LACKEYS

If you are doing a two-Villain run (see the Archetype chapter for more information on duo missions), take a lackey who can do what you can not. Even at a significantly lower level, this versatility is a godsend.

For example:

- A low-level lackey with Invisibility and Recall Friend can get you to any hard mission objective, even if he or she has to walk there slowly. This can be attained by Level 8.
- If you are a Brute or Stalker, a Level 6 lackey will buff and debuff for you almost as well as an equal-level peer.
- If you have no range, a low-level Dominator can stop those runners.

The list is near endless—if you are a high-level Dominator focused on control powers, and you feel you cannot solo effectively, grab a Level 6 Brute and really make his or her day. You can keep your lackey alive for hours, and a Brute at that level, with fewer attacks and powers, won't normally go low on Endurance and tends not to overburn like a higher-level Brute might.

Also, effects do matter. If you are going up against a boss with a name like Torch, maybe bringing along a partner with higher Fire Resistance would be a good plan. Fighting Endurance drainers? Stalkers or Brutes who can run with no Endurance on their basic Brawl attacks will not be nearly as impacted by the incessant Endurance drain those little pests assail you with.

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Most Villains, even into their high 20s, are probably relying upon their first three powers for the largest part of their effectiveness. Consequently, that Level 8 Stalker can be an extremely effective lackey for a Level 25 Dominator or Corruptor by assuming the hit points and damage, despite missing some of the other attacks that aren't absolutely necessary.

However, a downside to lackeys occurs when the two Villains in question are relatively close together in level. If you are Level 14 and you're adventuring with a Level 20, and you group without partnering, you are not likely to be terribly effective, but you will get a lot of experience points for fighting against mobs that are six levels over your head—a high-level Stalker or Brute picking up a low-level Dominator and power leveling the character this way is very effective. Once you are lackeyed and the mobs turn yellow or white, the amount of experience you get from each kill is drastically lowered, to the point where you're getting just as much as if you were fighting even-con targets your own level.

THINGS TO BE CAREFUL OF WITH YOUR LACKEY

Watch the range. Get too far away and your lackey drops in level quickly. If the Stalker or Brute is the one lackeyed and this happens in a fight, he or she dies almost instantly. If you die, do not hit OK to go to the hospital until you know your lackey is safe.

BADGES OF VILLAINY

*Chances are, at some point you'll start inadvertently finding badges throughout **City of Villains**. What do badges do? They are marks of accomplishment, for the most part, and are earned by completing specific tasks.*

These tasks can range from merely standing in the right spot to executing a certain number of enemies, or even to taking lots of damage and much, much more. Collecting all of the badges, in fact, is a game of its own.

MAN (OR WOMAN) ON A MISSION

There are several different mission types in *City of Villains*, starting with the most basic, Story and Schemes missions, and working your way up to Heists, Strike Forces, PvP missions, and Base raids (with intermediate types in between).

INSTANCES

These are the first missions to which you are exposed. You'll need to enter an area through a door then complete the assigned task to receive credit for it.

OUTDOOR MISSIONS

These missions usually have you tracking down sizable numbers of a given enemy group and take place, as the name suggests, outdoors.

STORY MISSIONS

Given to you by contacts, these are chains of missions usually dealing with one faction, leading you through a specific story of 1, 3, or 6 missions. Your first contact of this type is Kalinda at the base in Mercy Isle. These missions build Confidence with the specific contact, which leads to introductions to higher-level contacts as you progress through the game.

SCHEMES

Schemes are your very own nefarious plots and designs. To perform a scheme, click on Contacts, then click on the Rogue Isles Protector to open the newspaper. There you'll see what's going on in the zone, and what you might want to do about it. If a rival gang has stolen something particularly valuable, for instance, you might decide to go take it from them.

As you complete Schemes, the broker in that zone will gain confidence in you (you can see his Confidence Bar on his picture in your Contact list). When it's full (after 5 Schemes), he'll offer you a new heist or contact.

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Schemes are fairly basic bread and butter missions, though there are a few twists and turns sometimes. Use them to fill the gaps in between more specialized "story" missions and arcs.

HEISTS

Heists are a special type of mission offered after you complete five Schemes. At this point, the Confidence level of the broker in that zone is full and you are sent a "coded" message in the paper.

Go to your broker and he'll tell you what's up. He might have a lead on a casino you can hit, a bank, or something truly special.

STRIKE FORCE MISSIONS

These very intense missions cover *a lot* of ground in what never seems like enough time. They will have you engaging in several Instanced and Outdoor missions as you race to and fro to complete each of the assigned tasks.

BROKERS

Brokers (as in "information brokers") are the people who really know what's going on in the Rogue Isles. The missions they assign to you are rare opportunities such as heists, or specialized missions, mini-arcs (three connected missions) and story arcs (6 connected missions).

There are two brokers per zone. A player is auto-assigned one broker the moment he enters. Brokers are located in safe zones, and are always identified by "[Name] the [Blank]." (Larry the Eye, Jimmy the Rat, etc.). These special contacts automatically appear on your overhead map and in your Contact list.

Unlike normal contacts, brokers don't have a pool of missions you can farm. Instead, after every five Schemes, your broker rewards you with a new contact or a heist. The broker lets you know these items are available via a coded message in your newspaper. When you open the newspaper, you'll see a nonsensical message such as "Acorn Stew Recipe." Below that is an explanation that this is a code between you and your broker. Go see him immediately and you'll get a heist or a new story contact.

Your very first broker will be either Mikey the Ear or Drea the Hook in Port Oakes.

UPWARD AND ONWARD

You will eventually outlevel your initial broker and have to move onward and upward. Generally, brokers have missions up to the upper end of the zone plus 1.

Similarly, if you "jump the shark" and head for a zone far above your level, you'll be assigned a broker there, but he won't have anything for you to do until you've gained suitable experience.

GAINING NEW CONTACTS

There are three ways to get new contacts in *City of Villains:* through your broker (as described above), from a previous contact, or by gaining certain badges.



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MISSION TYPES

When a contact grants you a mission and says, "there is trouble in so-and-so zone, but any zone in the city would be welcome," that's a General Patrol mission—defeating that faction anywhere in the city, including within an Instance mission zone, counts toward your goal.

If the contact says "there's trouble in so-and-so neighborhoods, but any neighborhood in the zone would be welcome," that's a Specific Patrol mission and only that faction, outdoors in that specific zone, counts toward the mission accomplishment.

Additionally, if the contact uses the words "hurry," or "as soon as possible," or "there is not much time," chances are it's a timed mission. A timed mission's clock starts the moment you accept the mission, and you have that much time to get to the mission and complete it before it counts as a failure. Failures do not advance your relationship with your broker and do not give any rewards, even if the mission was 99 percent complete.

After the mission is over, the countdown may still be winding down, but this is OK—you are not required to return to the contact within this time limit, just to complete the mission.

Missions frequently have multiple objectives, some of which are secondary and not always clearly defined. For example, a mission to remove the bombs from a building may reward you for doing that, and then reward you again if you stay and eliminate all other threats from the building. For that reason, even if the mission notifies you that you've completed it, if there are sections of the map that are unexplored or enemies you know are still on the mission map, do not "click out," but eliminate all foes before leaving the area on the chance that the mission has a secondary objective to complete.

Once you complete a mission, you return to the contact who gave it to you to finish it. At that point you may take on another mission from that person, or you might be directed to another contact, or you might have finished with that particular person.

The different selections you make as you advance through the Rogue Isles result in completely different contact trees. Contacts aren't always the same for everyone. Every Villain will have unique contacts during his or her odious career.

POWER UP!!

Enhancements are the "loot" of *City of Villains*; they allow you to increase the effectiveness of aspects of your Villain's powers. There are three types of Enhancements and myriad effects. The types are Generic, Dual Origin and Single Origin. The effects within those types include damage, range, Endurance cost, and many others. Essentially, an Enhancement effect exists for every aspect of every power.

The degree to which an Enhancement affects a power is dictated by its type and the color of the number displayed on the Enhancement, not the number itself. For example, a Level 40 Single Origin Enhancement is not better than a Level 20 Single Origin Enhancement. In fact, they are completely identical in all aspects but the number.

So how do Enhancements enhance? A Villain can "socket" (that is, place an Enhancement into an empty slot on one of his or her powers) any Enhancement that is within three levels of the Villain's combat level. This means that a Level 20 Villain can socket Enhancements between Levels 17 and 23. The difference between the Villain's combat level and the number on the Enhancement dictates how effective that Enhancement is going to be for the socketed power.

- If the Enhancement's level is above that of the Villain (21 or higher for a Level 20 Villain, for example), the number on the Enhancement will be green and the Enhancement operates above its normal bonus, providing an extra increase to the power or effect. This bonus is approximately +1 percent for each level difference.
- If the Enhancement's level is equal to that of the Villain, the number is white and the Enhancement operates at its normal bonus.
- If the Enhancement's level is less than that of the Villain, the number is yellow and the Enhancement's bonus is reduced by approximately -1 percent for each level difference.
- If the Villain's level rises to more than three higher than the Enhancement's, or the Enhancement is greater than three levels over the Villain's level, the number on the Enhancement will be red and it offers no bonus at all. Red Enhancements that are socketed on a power must either be combined with a higher-level Enhancement of the same kind or be destroyed using the trash icon on the Enhancements window.

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TIPS & TACTICS

- Store-bought Enhancements only come in level increments of five, but Enhancements dropped by foes can be any level.
- Their listed effect is modified by their level compared to the Villain's combat level, as described above.
- The bonus of a green Generic is less than that of a yellow Dual Origin.
- The bonus of a green Dual Origin is less than that of a yellow Single Origin.
- Right-clicking and selecting Info always tells what type an Enhancement is, either in a store or in the Villain's inventory.
- Lieutenants and bosses have a higher chance of dropping Enhancements, and they tend to drop the more valuable ones. The higher level the boss or lieutenant, the greater the chance.

GENERIC (TRAINING) ENHANCEMENTS

Generic or Training Enhancements are the first ones you see. They are available as drops from opponents or can be purchased from brokers and stores, and exist



from 1st level to 40th level. They provide a 5 percent or 8.3 percent bonus to a Power effect when they are socketed. These are generally used into the early 20s, due to the prohibitive costs of the more powerful ones. These always look the same, with a silver ring and logo, and the color and name indicating their function.

DUAL ORIGIN ENHANCEMENTS

Dual Origin Enhancements begin dropping randomly when you approach Level 20; they exist in levels from 15 to 40 and are purchasable only from certain Origin-specific stores. These Enhancements provide around a 10 percent or 16.7 percent bonus. It is advisable to begin using these as soon as possible, but not at the cost of leaving other powers with empty or red sockets. The best solution is to target the powers that you use most often or that are the most effective, and begin the upgrade process there while maintaining Generics in the other powers, until all powers have been upgraded and maintained. These Enhancements always look different, with a split ring around them, half representing one Origin and half the other. They have an icon in the center and use the same color coding as the Generics, but their names represent the Origins they are keyed to, be they relics, gadgets, etc.

NOTE

Please see the Zones chapter for complete information on each broker throughout the Rogue Isles as well as their precise locations.

SINGLE ORIGIN ENHANCEMENTS

Single Origin Enhancements begin dropping very rarely in the late 20s; they range from Levels 20 to 40 and are purchasable only from specific stores, based upon Origin. These Enhancements provide a 20 percent or 33.3 percent bonus. As the most powerful Enhancements, they are also significantly more expensive. Given that these Enhancements must be completely refreshed every six levels, Villains must be very careful when deciding to begin investing in these Enhancements, as it is possible to gear up one power and leave all of the others weakened because you can't afford to maintain their Enhancements. Single Origin Enhancements have a ring that indicates their Origin, the icon in the center, the color to represent their function, and names commensurate with their Origin and function.

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COMBINE OR STACK?

When you get a new Enhancement, assuming you can use it, you have two options: stacking and combining.

Stacking Enhancements means having multiple enhancers of the same type in a power. Every enhancer adds the same bonus to the power, regardless of how many there are. So, if a power does 20 damage, and you add a Dual Origin damage enhancer of the same level as you are, it adds 16 percent more damage for a total of 23.2 (rounded to 23). If you stack another one in a separate slot, it adds another 16 percent, making the combined total 26.4 (26). The upside of stacking is it gives you the maximum amount of enhancement, the downside being it takes up a slot that might be used for another type of enhancer. For example, putting six damage enhancers into an attack power would certainly produce a lot of damage, but at the cost of no speed increase to the power's recharge, no reduction to its Endurance, no increase to its accuracy, and no improvement of any of the secondary effects it might possess. So, it hits really hard, very slowly, not very often, and costs a boatload of Endurance.

Combining Enhancements means taking a new one and joining it to an existing one, improving upon it. Enhancers that are higher in level than you are have a bonus to their normal affect. Generic Enhancements are about 1 percent more effective for each level they are higher than you, up to three levels of difference (the actual value is a bit more than 1 percent—and the game tracks it exactly—but for the sake of simplicity in this discussion we'll round to the nearest whole number). Dual Origin Enhancements are 2 percent more effective per level, and Single Origin Enhancements add 3 percent per level.

When you go through the combine interface, click on the socketed Enhancement and combine it with one from your inventory. If you are successful, you end up with an Enhancement that has "+" or "++" after it. These represent a "virtual" level increase for the Enhancement, meaning that it is acting as +1 (for "+") or +2 (for "++") higher than the listed number with respect to the bonus provided.

For example, a Level 12 Villain has a Level 12 Generic damage enhancer socketed in a power, providing an 8 percent increase in damage. He or she finds another Generic damage enhancer that is only Level 11, but wants to combine them to increase the useful life of the socketed one. The combine interface is successful, resulting in a 12+ Generic damage enhancer, which is virtually a 13, and as such increases damage 9 percent (base of 8 percent, +1 percent for the Enhancement being 1 level higher than the player's level).

The increase is obviously incremental and much smaller than stacking Enhancements, but combining them increases the life of your existing Enhancements, delaying when you are forced to purchase replacements because they have turned red, which is especially important as you advance and Enhancements begin costing 20–40K in Infamy.

NOTE

This is based upon combat level, not threat level, so the moment a Villain sees the flash and is told to level up, the Enhancements are affected. This means that holding off training will not delay the reduction in the Enhancements' effectiveness.



STACKING TO COMBINING

Stacking can be turned into combining if you have two of the same type of Enhancement in a power. If you have two Level 12 damage Enhancements in a power and want to free up a slot, your options are to destroy one of them (either by putting it in the trashcan or replacing it) or to combine the two of them to make a 12+, which increases the value of the one you keep without completely wasting the other.

There is no "best" solution between stacking and combining. Every power and every situation is different. Some powers work better with balanced Enhancements, while others work best when overloaded with one type. Sometimes you can replace the need for a type of Enhancement by good

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power selection. For example, picking up Speed: Hasten reduces all your power recharges as well as a Single Origin recharge Enhancement would. Fitness: Stamina increases your Endurance recharge so you may not need Endurance reduction; Leadership: Tactics increases the accuracy of all your powers, and so forth. Every situation is different, from Archetype to Archetype, power set to power set, level to level. Your best solution is to go with a balanced approach initially and get a feel for how your powers are evolving, then shift the balance to best suit your character.

BUFF CAPS

While there is theoretically a "ceiling" on all powers beyond which they can not be buffed, it is not currently reachable by any character in the game, even at Level 40 with buffs from Level 40 Villains and Enhancements. One exception: putting six of one type of Enhancement in a power will not be wasted on any power but Super Speed, and that is only due to the physical limitations of the Internet itself. Lag is one of those things that every MOG must contend with. *City of Villains* is the first MOG to allow characters to move at speeds of over 50 mph on the ground, among spawning entities, but it still has that physical cap at about 80 mph.

USAGE TIPS

- One of the first Enhancements a melee Villain should socket is accuracy, if the power accepts it. Reducing the Endurance or recharge rate or increasing the damage or range is all irrelevant if you can't hit the broad side of a barn. Stepping up the accuracy first, then stacking the others on top of that, increases your effectiveness overall. Non-melee Villains need to find the most significant Enhancement for their specific power set. If you burn through Endurance fast, perhaps that is it. If your powers take a long time to come back, look at recharge.
- Balance is better than overloading. While it is possible to load six damage Enhancements into a power, it is far better to strive for a more balanced approach. Six damage Enhancements will certainly increase the damage of the attack, but with low accuracy you will miss a lot. Poor recharge means you don't swing as often, so misses are even more noticeable. High Endurance cost means you run out of Endurance quickly. Adding a recharge Enhancement to a power means that it goes off faster, increasing the overall damage per second (DPS). Adding an accuracy Enhancement means you hit more often, again increasing DPS. Lowering the Endurance means you last longer and are less likely to run out of Endurance in a big fight. Balancing the Enhancements provides the highest DPS output for your Villain.
- Always combine rather than replace whenever possible. At 22, it's possible to buy Level 25 Enhancements, but they can't be combined with your existing Level 22 ones because the resulting 25+ is 26th level, four levels above you. However, if you replace the Enhancement instead of combining it, that wastes an entire level of effectiveness. The bonus difference between green and white is not great enough to warrant wasting that extra level, especially given the cost of Enhancements at the higher levels, so every + begins to be worth hundreds of thousands in Infamy in the long run across multiple powers.
- Leverage your powers' strengths and enhance them. For example, Storm Kick and Flurry of Blows are small damage powers, so adding damage Enhancements to them creates a negligible return on investment. However, given the long animation time of those powers, and the fact that a miss means that all shots miss and no damage is done, consider using multiple accuracy Enhancements instead of damage ones, and double up the damage Enhancements on the big-damage powers. Putting a recharge Enhancement on a power whose button comes up in under 10 seconds is not efficient, but putting two or three in a power that takes a minute or more to come back up is extremely effective. Feel out how your powers work and how you use them, and maintain Enhancements that truly enhance their effectiveness for you, personally.
- Always keep your Enhancement inventory clear, so stop and sell or trade your Enhancements between missions. There is little more frustrating than seeing the tab to bring up your Enhancement inventory turn red—meaning your inventory is full—halfway through a mission, then wondering what cool Enhancements you're missing because you don't have room. Or worse, you are forced to delete ones you can't use but could have sold, just to make sure you don't miss any (although deleting Enhancements you can't use is better than running around with a full inventory of

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useless Enhancements). They don't sell for much—about twice the Infamy normally gotten for defeating an even-fight minion—but it is still lost Infamy that could be used to upgrade existing Enhancements.

ENHANCEMENT LISTS

Enhancements may be received as rewards when you win battles. They may also be traded with other Villains or acquired with Infamy. Enhancements increase the effectiveness of your powers. They're not permanent, but they do have the potential to last for several levels before needing to be replaced.

Unless otherwise noted, the name of the Enhancement indicates the kind of power it improves. Note that some Enhancements can be used with a broad range of different powers, while others are highly specific, applying only to a very few powers.

ENHANCEMENT MANAGEMENT

Infamy is everything. Infamy leads to the best Enhancements, and top-quality Enhancements are the real secret to a truly effective Villain. Try to avoid buying what you don't need, and don't be afraid to sell what you're carrying around without much reason to use it. Inspirations and Enhancements drop quite frequently and should be sold, or even trashed to keep from cluttering up your empty slots (and possibly keeping you from getting that one good thing for your level).

Don't update your Enhancements until you hit a level number ending in 3 or 8 (13, 28, etc.), then combine them with your existing ones. Buying Enhancements, which come in level increments of 5 at the store, at a level ending in 2 (like buying Level 15 Enhancements at Level 12) means you have to replace instead of combine, and you lose an entire level of usefulness.

TIP

The sample builds in the Archetypes chapter should go a long way in showing you how exactly the interplay between various Enhancements works and may even give you ideas of how to go about building your own unique Villain.

Even your basic abilities (Sprint, Brawl, Rest) can be more useful when you add Enhancement slots to them, and they will serve you through all levels. Accuracy is at least as important as damage when considering Enhancements, so focus more on balance and the big picture instead of loading up on any given type.

Be creative in your use of Enhancements. Sure, maintain a good balance, but some great tactics are possible with the unusual usage of Enhancements. For example, loading a sniper attack with range enhancers if you have Fly or Hover may allow you to stay out of harm's way while sniping at foes on the ground, especially ones with few or no ranged attacks. Loading a stun attack with several stun extensions can keep foes wandering dazed for long periods of time, reducing the overall damage you do. Granted, in both of those cases, you'll miss a lot due to a lack of accuracy enhancers, but you get the idea. Experiment to find the optimum configuration for your powers and tactics.

ENHANCEMENT TYPE

ENHANCEMENT	GENERIC	DUAL ORIGIN	SINGLE ORIGIN
Accuracy	8.3%	16.7%	33.3%
Activation Time	8.3%	16.7%	33.3%
Confusion	8.3%	16.7%	33.3%
Damage	8.3%	16.7%	33.3%
Damage Res.	5%	10%	20%
Defense Buff	5%	10%	20%
Defense Debuff	8.3%	16.7%	33.3%
Disorient (Stun)	8.3%	16.7%	33.3%
Drain Endurance	8.3%	16.7%	33.3%
Endurance Reduction	8.3%	16.7%	33.3%
Fear	8.3%	16.7%	33.3%

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ENHANCEMENT TYPE CONT.

ENHANCEMENT	GENERIC	DUAL ORIGIN	SINGLE ORIGIN
Fly	8.3%	16.7%	33.3%
Heal	8.3%	16.7%	33.3%
Hold	8.3%	16.7%	33.3%
Immobilize	8.3%	16.7%	33.3%
Intangible	8.3%	16.7%	33.3%
Interrupt	10%	20%	40%
Jump	8.3%	16.7%	33.3%
Knockback	15%	30%	60%
Range	5%	10%	20%
Recharge	8.3%	16.7%	33.3%
Recovery	8.3%	16.7%	33.3%
Run	8.3%	16.7%	33.3%
Sleep	8.3%	16.7%	33.3%
Slow (Snare)	8.3%	16.7%	33.3%
Taunt	8.3%	16.7%	33.3%
To Hit Buff	5%	10%	20%
To Hit Debuff	8.3%	16.7%	33.3%

TRAINING: GENERIC

NAME	WHAT DOES IT ENHANCE?	% BOOST	NAME	WHAT DOES IT ENHANCE?	% BOOST
Training: Accuracy	Accuracy	8.35%	Training: Knockback	Knockback	15%
Training: Confusion Duration	Confuse	8.35%	Training: Recharge	Recharge	8.35%
Training: Damage	Damage	8.35%	Training: Recovery	Endurance Recovery	8.35%
Training: Defense Buff	Defense Buff	5%	Training: Resist Damage	Damage Resistance	5%
Training: Defense Debuff	Defense Debuff	8.35%	Training: Run	Running Speed	8.35%
Training: Endurance Discount	Endurance Cost	8.35%	Training: Sleep	Sleep	8.35%
Training: Fear	Fear	8.35%	Training: Slow	Immobilize	8.3%
Training: Fly	Fly	8.35%	Training: Snare	Intangibility	8.35%
Training: Heal	Heal	8.35%	Training: Stun	Disorient Duration	8.35%
Training: Hold	Hold	8.35%	Training: Taunt	Taunt	8.35%
Training: Immobilize	Immobilize	8.35%	Training: To Hit Buff	To Hit Buff	5%
Training: Intangible	Intangible	8.35%	Training: To Hit Debuff	To Hit Debuff	8.35%
Training: Interrupt	Interrupt	10%	Training: Drain Endurance	Drain Endurance	8.35%
Training: Jump	Jump	8.35%			

MUTATION/MAGIC DUAL ORIGIN

NAME	WHAT DOES IT ENHANCE?	% BOOST	NAME	WHAT DOES IT ENHANCE?	% BOOST
Amulet	Recharge	16.66%	Greaves	Running Speed	16.66%
Belt	Jump	16.66%	Headband	Heal	16.66%
Boots	Fly	16.66%	Helm	Sleep	16.66%
Bracelet	Drain Endurance	16.66%	Helmet	Range	10%
Bracer	Disorient Duration	16.66%	Lenses	Fear	16.66%
Breastplate	Intangibility	16.66%	Mask	Confuse	16.66%
Chain	Defense Debuff	16.66%	Necklace	To Hit Debuff	16.66%
Circlet	Defense Buff	10%	Pauldron	Endurance Recovery	16.66%
Cord	Damage Resistance	10%	Periapt	Intangible	16.66%
Cuirass	Immobilize	16.66%	Ring	Interrupt	20%
Gauntlet	Damage	16.66%	Torque	Endurance Cost	16.66%
Glasses	Taunt	16.66%	Vambrace	Knockback	30%
Glove	Hold	16.66%	Visor	Accuracy	16.66%
Goggles	To Hit Buff	10%			

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MUTATION/SCIENCE DUAL ORIGIN

NAME	WHAT DOES IT ENHANCE?	% BOOST	NAME	WHAT DOES IT ENHANCE?	% BOOST
DNA Resequencing Confuse Boost	Confuse	16.66%	Genome Alteration Recovery Boost	Endurance Recovery	16.66%
DNA Resequencing Damage Boost	Damage	16.66%	Genome Alteration Reflex Boost	Accuracy	16.66%
DNA Resequencing Hold Boost	Hold	16.66%	Genome Alteration Shield Drain	Defense Debuff	16.66%
DNA Resequencing Knockback Boost	Knockback	30%	Molecular Bonding Accuracy Drain	To Hit Debuff	16.66%
DNA Resequencing Shield Boost	Defense Buff	10%	Molecular Bonding Adrenal Boost	Endurance Cost	16.66%
DNA Resequencing Stun Boost	Disorient Duration	16.66%	Molecular Bonding Charge Rate Boost	Recharge	16.66%
DNA Resequencing Taunt Boost	Taunt	16.66%	Molecular Bonding Deadliness Drain	Intangibility	16.66%
Genome Alteration Accuracy Boost	To Hit Buff	10%	Molecular Bonding Entangle Boost	Immobilize	16.66%
Genome Alteration Endurance Drain	Drain Endurance	16.66%	Molecular Bonding Jump Boost	Jump	16.66%
Genome Alteration Flight Boost	Fly	16.66%	Molecular Bonding Neuro-Paralysis Boost	Sleep	16.66%
Genome Alteration Healing Boost	Heal	16.66%	Molecular Bonding Resistance Boost	Damage Resistance	10%
Genome Alteration Nightmare Boost	Fear	16.66%	Molecular Bonding Run Boost	Running Speed	16.66%
Genome Alteration Phase Boost	Intangible	16.66%	Molecular Bonding Time Manipulation Boost	Interrupt	20%
Genome Alteration Range Boost	Range	10%			

NATURAL/MAGIC DUAL ORIGIN

NAME	WHAT DOES IT ENHANCE?	% BOOST	NAME	WHAT DOES IT ENHANCE?	% BOOST
Crowley's Bracelet	Intangibility	16.66%	Li Tieh Kuai's Lens	Immobilize	16.66%
Crowley's Coin	To Hit Debuff	16.66%	Li Tieh Kuai's Net	Hold	16.66%
Crowley's Gate	Intangible	16.66%	Li Tieh Kuai's Shard	Endurance Cost	16.66%
Crowley's Incense	Recharge	16.66%	Li Tieh Kuai's Sheath	Interrupt	20%
Crowley's Jewel	Sleep	16.66%	Nectanebo's Ankh	Taunt	16.66%
Crowley's Ring	Accuracy	16.66%	Nectanebo's Book	To Hit Buff	10%
Crowley's Symbol	Disorient Duration	16.66%	Nectanebo's Brooch	Defense Buff	10%
Crowley's Wand	Fear	16.66%	Nectanebo's Cup	Drain Endurance	16.66%
Li Tieh Kuai's Band	Confuse	16.66%	Nectanebo's Gloves	Defense Debuff	16.66%
Li Tieh Kuai's Bottle	Knockback	30%	Nectanebo's Gourd	Damage Resistance	10%
Li Tieh Kuai's Candle	Heal	16.66%	Nectanebo's Phylactery	Jump	16.66%
Li Tieh Kuai's Earring	Damage	16.66%	Nectanebo's Scroll	Endurance Recovery	16.66%
Li Tieh Kuai's Gem	Fly	16.66%	Nectanebo's Stone	Range	10%
Li Tieh Kuai's Goblet	Running Speed	16.66%			

SCIENCE/TECHNOLOGY DUAL ORIGIN

NAME	WHAT DOES IT ENHANCE?	% BOOST	NAME	WHAT DOES IT ENHANCE?	% BOOST
Adrenal Graft	Endurance Recovery	16.66%	Isotatic Inversion	Fear	16.66%
Bioluminescent Filter	Accuracy	16.66%	Kinetic Accelerator	Knockback	30%
Bioregenerator	Heal	16.66%	Kinetic Inhibitor	Immobilize	16.66%
Bonding Compound	Hold	16.66%	Magnetic Aspirator	Range	10%
Cardiac Compensator	To Hit Buff	10%	Mercurial Theorem	Recharge	16.66%
Cardio Destabilizer	To Hit Debuff	16.66%	Metastable Capacitor	Endurance Cost	16.66%
Cellular Degenerator	Drain Endurance	16.66%	Micro-Adaptive Flow Control	Fly	16.66%
Centripetal Augmenter	Jump	16.66%	Muscular Atrophier	Slow	16.66%
Chronotranstabilizer	Interrupt	20%	Oscillator Overthruster	Intangible	16.66%
Composite Epidermal Underlay	Damage Resistance	10%	Paralaxial Modifier	Confuse	16.66%
Dynamic Inhibitor	Disorient Duration	16.66%	Photonic Capacitor	Taunt	16.66%
Epidermal Degenerator	Defense Debuff	16.66%	Quantum Balancer	Damage	16.66%
Hyperbaric Matrix	Sleep	16.66%	Transmatrix Bipedal Amplifier	Running Speed	16.66%
Interdiffusion Modifier	Defense Buff	10%			

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TECHNOLOGY/NATURAL DUAL ORIGIN

NAME	WHAT DOES IT ENHANCE?	% BOOST	NAME	WHAT DOES IT ENHANCE?	% BOOST
Acceleration Device	Running Speed	16.66%	Hydraulic Device	Jump	16.66%
Adhesive Grenade	Defense Debuff	16.66%	Illumination Grenade	Accuracy	16.66%
Aegis Device	Damage Resistance	10%	Medical Device	Heal	16.66%
Agony Grenade	Taunt	16.66%	Net Projector	Hold	16.66%
Ascendance Device	Fly	16.66%	Neuralyzer Grenade	Sleep	16.66%
Blind Grenade	To Hit Debuff	16.66%	Nullifier Device	Slow	16.66%
Cacophony Projector	Confuse	16.66%	Oxygen Device	Endurance Cost	16.66%
Chronoenhancer Device	Interrupt	20%	Phase Device	Intangible	16.66%
Defender Projector	Defense Buff	10%	Protection Device	Endurance Recovery	16.66%
Dread Grenade	Fear	16.66%	Reach Device	Range	10%
Entangle Grenade	Immobilize	16.66%	Repulsion Projector	Knockback	30%
Flashbang Grenade	Disorient Duration	16.66%	Sap Grenade	Drain Endurance	16.66%
Haste Device	Recharge	16.66%	Targeting Projector	To Hit Buff	10%
High Explosive Grenade	Damage	16.66%			

MAGIC SINGLE ORIGIN

NAME	WHAT DOES IT ENHANCE?	% BOOST	NAME	WHAT DOES IT ENHANCE?	% BOOST
Aim of Joule	To Hit Buff	20%	Phasing of Grey	Intangible	13.33%
Bands of Hermes	Immobilize	13.33%	Power of Grey	Endurance Cost	13.33%
Bewildering of Hermes	Disorient Duration	13.33%	Renewing of Hermes	Recharge	13.33%
Devastation of Joule	Defense Debuff	13.33%	Resistance of Grey	Endurance Recovery	13.33%
Extension of Joule	Range	20%	Rest of Hermes	Sleep	13.33%
Fury of Joule	Damage	13.33%	Shield of Hermes	Damage Resistance	20%
Grace of Joule	Heal	13.33%	Shield of Joule	Defense Buff	20%
Horror of Hermes	Fear	13.33%	Skip of Joule	Interrupt	40%
Insight of Grey	Accuracy	13.33%	Smite of Hermes	Knockback	60%
Marathon of Hermes	Drain Endurance	13.33%	Stride of Grey	Jump	13.33%
Neglect of Joule	To Hit Debuff	13.33%	Stride of Grey	Running Speed	13.33%
Pacification of Hermes	Slow	13.33%	Swiftness of Joule	Fly	13.33%
Paralyzation of Joule	Hold	13.33%	Voice of Hermes	Taunt	13.33%
Perplexity of Hermes	Confuse	13.33%			

MUTATION SINGLE ORIGIN

NAME	WHAT DOES IT ENHANCE?	% BOOST	NAME	WHAT DOES IT ENHANCE?	% BOOST
Awakening: Amplified Running	Running Speed	33.33%	Catalyst: Defense Extension	Defense Buff	20%
Awakening: Defense Degradation	Defense Debuff	33.33%	Catalyst: Improved Damage	Damage	33.33%
Awakening: Extended Knockback	Knockback	33.33%	Catalyst: Improved Resistance	Damage Resistance	20%
Awakening: Extended Range	Range	20%	Catalyst: Increased Immobilization	Immobilize	33.33%
Awakening: Improved Accuracy	Accuracy	33.33%	Catalyst: Stasis Amplification	Hold	33.33%
Awakening: Increased Confusion	Confuse	33.33%	Evolution: Accuracy Degradation	To Hit Debuff	33.33%
Awakening: Increased Fear	Fear	33.33%	Evolution: Annoyance Factor	Taunt	33.33%
Awakening: Phase Extension	Intangible	33.33%	Evolution: Damage Degradation	Slow	33.33%
Awakening: Recovery Acceleration	Endurance Recovery	33.33%	Evolution: Endurance Draining	Drain Endurance	33.33%
Awakening: Reduced Endurance	Endurance Cost	33.33%	Evolution: Improved Jump	Jump	33.33%
Catalyst: Accuracy Extension	To Hit Buff	20%	Evolution: Increased Stun	Disorient Duration	33.33%
Catalyst: Amplified Flying	Fly	33.33%	Evolution: Neural Paralysis	Sleep	33.33%
Catalyst: Amplified Healing	Heal	40%	Evolution: Reduced Recharge	Recharge	33.33%
Catalyst: Chronometric Manipulation	Interrupt	33.33%			

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NATURAL SINGLE ORIGIN

NAME	WHAT DOES IT ENHANCE?	% BOOST	NAME	WHAT DOES IT ENHANCE?	% BOOST
Back Alley Abbreviation	Interrupt	40%	Dragon Recovery	Endurance Recovery	33.33%
Back Alley Blind Strike	To Hit Debuff	33.33%	Dragon Scales	Damage Resistance	20%
Back Alley Bull Rush	Knockback	60%	Dragon Strike	Accuracy	33.33%
Back Alley Crippling Blow	Slow	33.33%	Military Daze Strike	Disorient Duration	33.33%
Back Alley Intimidation	Fear	33.33%	Military Encouragement	Endurance Cost	33.33%
Back Alley Nerve Strike	Sleep	33.33%	Military Exhaustion	Drain Endurance	33.33%
Back Alley Paralyzer	Hold	33.33%	Military Extension	Range	20%
Back Alley Stunning Hit	Defense Debuff	33.33%	Military Healing	Heal	33.33%
Dragon Defense	Defense Buff	20%	Military Immobilization Technique	Immobilize	33.33%
Dragon Elusiveness	Intangible	33.33%	Military Insight	Taunt	33.33%
Dragon Flight	Fly	33.33%	Military Speed	Recharge	33.33%
Dragon Flurry	Confuse	33.33%	Military Sprint	Running Speed	33.33%
Dragon Leap	Jump	33.33%	Military Targeting	To Hit Buff	20%
Dragon Rage	Damage	33.33%			

SCIENCE SINGLE ORIGIN

NAME	WHAT DOES IT ENHANCE?	% BOOST	NAME	WHAT DOES IT ENHANCE?	% BOOST
Alpha Particle Exposure	Recharge	33.33%	Hydrogen Exposure	Slow	33.33%
Alpha Wave Bombardment	Disorient Duration	33.33%	Ionic Bombardment	Fly	33.33%
Argon Experiment	Damage Resistance	20%	Neodymium Irradiation	Range	20%
Astatine Exposure	Endurance Recovery	33.33%	Nitrogen Exposure	To Hit Buff	20%
Auroral Particle Bombardment	Immobilize	33.33%	Polonium Radiation	Heal	33.33%
Barium Irradiation	Defense Buff	20%	Positron Bombardment	Taunt	33.33%
Boron Exposure	Endurance Cost	33.33%	Radon Irradiation	Defense Debuff	33.33%
Butadiene Exposure	Jump	33.33%	Tellurium Bombardment	To Hit Debuff	33.33%
Cesium Exposure	Sleep	33.33%	Thallium Exposure	Hold	33.33%
Cosmic Ray Exposure	Fear	33.33%	Thermodynamic Bombardment	Interrupt	40%
Electromagnetic Wave Bombardment	Running Speed	33.33%	Theta Wave Bombardment	Confuse	33.33%
Fluorine Research	Knockback	60%	Uranium Irradiation	Drain Endurance	33.33%
Gamma Particle Irradiation	Accuracy	33.33%	Xenon Exposure	Damage	33.33%
Hydrazine Exposure	Intangible	33.33%			

TECHNOLOGY SINGLE ORIGIN

NAME	WHAT DOES IT ENHANCE?	% BOOST	NAME	WHAT DOES IT ENHANCE?	% BOOST
Benedict Tech Adv. Targeting Eye	Accuracy	33.30%	Portacio Ind Nanodoctors	Heal	33.30%
Benedict Tech Agonizer	Taunt	33.30%	Portacio Ind Nanooptics	To Hit Buff	20%
Benedict Tech Cyberhips	Running Speed	33.30%	Portacio Ind Nanovirus	To Hit Debuff	33.30%
Benedict Tech Cyberlegs	Jump	33.30%	Portacio Ind Subdermal Plating	Damage Resistance	20%
Benedict Tech Facial Reconstruction	Fear	33.30%	Portacio Ind Synapse Bridge	Defense Buff	20%
Benedict Tech Holey Field Generator	Disorient Duration	33.30%	Wetware Eng Accelerator	Interrupt	40%
Benedict Tech Repulsion Field	Knockback	60%	Wetware Eng Adrenal Gland Booster	Recharge	33.30%
Benedict Tech Stasis Regenerator	Hold	33.30%	Wetware Eng Auxiliary Boosters	Fly	33.30%
Benedict Tech Telescoping Eye	Range	20%	Wetware Eng Cyberheart	Endurance Cost	33.30%
Portacio Ind Destabilizer	Intangible	33.30%	Wetware Eng Electroactive Polymers	Endurance Recovery	33.30%
Portacio Ind Internal Munitions	Damage	33.30%	Wetware Eng Neuralparalyzer	Immobilize	33.30%
Portacio Ind Nano-Amp	Drain Endurance	33.30%	Wetware Eng Neuralyzer	Sleep	33.30%
Portacio Ind Nanodegenerators	Slow	33.30%	Wetware Eng Vocal Mimicker	Confuse	33.30%
Portacio Ind Nanodisintegrators	Defense Debuff	33.30%			

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ENHANCEMENT DIVERSIFICATION (ED)

There is one new feature of Enhancement slotting that one should be aware of as one builds their ultimate Villain. With the release of ***City of Heroes****-Issue 6, there is a system of diminishing returns in place for Enhancement slotting.*

This system makes it so that slotting any number of Enhancements past three or so, will end up making it not worth the expenditure to do so, as the boosts each subsequent one provides drop off after three of a kind is placed.

This means you can no longer enhance a power with six Single Origin Damage boosts for ridiculous damage or six Single Origin Haste boosts for perma-haste. This only applies to Dual and Single Origin Enhancements—generics are not affected by ED.

Now, before the teeth-gnashing and wailing begin, they've also reduced the Endurance cost and recharge times on most powers so there is some balance maintained in the combat system.

You can see how this works by dragging an Enhancement to the slots. A small chart pops up, telling you how much of a boost (or lack thereof) you getting from this point forward. This makes it easier (without consulting a table) to tell how each Enhancement is affecting a given power.

Class A

- Accuracy
- Confuse
- Damage
- Defense Debuff
- Drain Endurance
- Endurance Discount
- Fear
- Fly
- Heal
- Hold
- Immobilize
- Intangible
- Jump
- Recharge
- Recovery
- Run
- Sleep
- Snare
- Stun
- Taunt
- To Hit Debuff

Class B

- Defense Buff
- Damage Resistance
- Range Increase
- To Hit Buff

Class C

- Interrupt

Class D

- Knockback

ED TABLES

The following tables explain precisely what you can expect when slotting excessive numbers of enhancements and how they affect your overall power boots. Note that the drop-offs in the overall bonuses for slotting enhancements become ***severe*** *once you slot 5 and 6 DO or SOs of one type in a power.*

CLASS A ENHANCEMENTS

These bonus types start to see reduction when the bonus is 70% or more, and a severe reduction at 100% bonus or greater. So your bonuses when slotting in multiples of the same enhancements work out to:

# OF SLOTS	TRAINING	DUAL ORIGIN	SINGLE ORIGIN
1	+8.325%	+16.66%	+33.33%
2	+16.65%	+33.32%	+66.66%
3	+24.975%	+49.98%	+95%
4	+33.3%	+66.64%	+100%
5	+41.625%	+81.97%	+105%
6	+49.95%	+95%	+110%

CLASS B ENHANCEMENTS

These bonus types start to see reduction when the bonus is 40% or more, and a severe reduction at 60% bonus or greater. So your bonuses when slotting in multiples of the same enhancements work out to:

# OF SLOTS	TRAINING	DUAL ORIGIN	SINGLE ORIGIN
1	+5%	+10%	+20%
2	+10%	+20%	+40%
3	+15%	+30%	+56%
4	+20%	+40%	+59%
5	+25%	+49%	+62%
6	+30%	+56%	+65%

CLASS C ENHANCEMENTS

This bonus type starts to see reduction when the bonus is 80% or more, and a severe reduction at 120% bonus or greater. So your bonuses when slotting in multiples of the same enhancements work out to:

# OF SLOTS	TRAINING	DUAL ORIGIN	SINGLE ORIGIN
1	+10%	+20%	+40%
2	+20%	+40%	+80%
3	+30%	+60%	+112%
4	+40%	+80%	+118%
5	+50%	+98%	+124%
6	+60%	+112%	+130%

CLASS D ENHANCEMENTS

This bonus type starts to see reduction when the bonus is 120% or more, and a severe reduction at 180% bonus or greater. So your bonuses when slotting in multiples of the same enhancements work out to:

# OF SLOTS	TRAINING	DUAL ORIGIN	SINGLE ORIGIN
1	+15%	+30%	+60%
2	+30%	+60%	+120%
3	+45%	+90%	+168%
4	+60%	+120%	+177%
5	+75%	+147%	+186%
6	+90%	+168%	+195%

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FEELING INSPIRED



Inspirations are very useful; try to have at least a couple on you always. Many times seemingly impossible fights are made winnable merely by using a couple of Inspirations. Do not hoard them for a rainy day. They drop frequently and should be used constantly. To save them rather than using them makes life on the streets of the Rogue Isles unnecessarily difficult. Don't hesitate to fire a couple when things look dicey, or merely to be on the safe side. Even if you go through a run of bad luck and few seem to be dropping for you (or perhaps the ones you get aren't the ones you're looking for), you can always return to a broker and spend some Infamy to fill out your slots.

When going into a mission, especially solo, it's a good idea to have a full range of Inspirations. Even when you are grouped, things can still go wrong, and having that extra little boost could save you and your friends. Missions where you know a boss awaits you are made much simpler if you plan ahead and come prepared.

From the very start, Inspirations are useful and helpful to have, but as you level through the game you rely on them more and more to overcome foes. Entering into the middle levels, you start to receive better versions of some types. Where Luck added 25 percent to defense, Good Luck now adds 33 percent. Respite recovers 25 percent of your hit points, while Dramatic Improvement recovers 33 percent. These are base numbers, though, and are adjusted by your threat level. The same Inspiration that healed you for 101 HP in the previous level might heal you for 123 on the next. So don't discount base level Inspirations or feel you will out-level their usefulness; they grow with you.

Certain Archetypes favor some Inspirations more than others. Brutes can likely get away with not having a handy Luck on them, as they are more suited to taking punishment anyway. Something like Discipline (resists Hold, Stun, Confusion, Root) is extremely useful for a Brute in the thick of battle, especially at higher levels where the foes start busting out with powers of their own. There's nothing worse than a Brute helplessly swaying and watching while companions are being thrashed soundly. Corruptors might be the lords of hot and fast damage, but none have the staying power of a Brute or Stalker. Arming themselves liberally with health and defense Inspirations helps to offset this weakness. With that in mind, Inspirations are useful for anyone at most times.

Inspirations stack with other buffs. Any buffs your Villain might have sit nicely next to the additions Inspirations bring. Quickly using Inspirations for accuracy, damage, defense, and discipline makes an orange boss into a minion with a few extra hit points.

Inspirations may be received as rewards when you win battles. They may also be traded with other Villains or acquired with Infamy. An Inspiration is a one-shot power-up—a little extra boost to help you through a particularly tight situation. Once you use an Inspiration it is gone for good. You activate an Inspiration by clicking on it in the Inspiration window. There are seven different types of Inspiration, each of which comes in three power levels. The higher the level of the opponent from whom you won the Inspiration, the more powerful it is likely to be.

LUCK/GOOD LUCK/ PHENOMENAL LUCK

These boost your defense for a fight or two—great for when multiple enemies take a special interest in you. The increased defense is significant enough to see lots more misses and fewer hits on you. Brutes and Stalkers are more likely to be able to shrug damage off, but a bit more defense is still good to have. Being surrounded by 10 grumpy minions unwilling to accessorize with prison gray can be taxing. Luck can make more of them swing at air.

- Luck: Boosts your defense by 25 percent for 60 seconds.
- Good Luck: Boosts your defense by 33 percent for 60 seconds.
- Phenomenal Luck: Boosts your defense by 50 percent for 60 seconds.

RESPITE/ DRAMATIC IMPROVEMENT/ RESURGENCE

These give a stack of hit points, instantly healing your Villain. At least one is a must. Villains are shockingly resilient, but even the stoutest of Brutes needs to have one of these tucked in a back pocket.

- Respite: Recovers 25 percent of your hit points.
- Dramatic Improvement: Recovers 33 percent of your hit points.
- Resurgence: Recovers 50 percent of your hit points.

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CATCH A BREATH/ TAKE A BREATHER/ SECOND WIND

These return Endurance instantly to your Villain, a true lifesaver in a long fight. Having a couple is a wise idea if you find you gobble up Endurance fast.

- Catch a Breath: Recovers 25 percent of your Endurance.
- Take a Breather: Recovers 33 percent of your Endurance.
- Second Wind: Recovers 50 percent of your Endurance.

ENRAGE/FOCUSED RAGE/ RIGHTEOUS RAGE

These provide additional damage to attacks made by your Villain—a noticeable amount of extra damage, giving rise to the quote "a good offense is a larger offense." When things need to go down now, smoke 'em if you got 'em. This Inspiration stacks nicely with Build Up for truly obscene amounts of judicial law enforcement.

- Enrage: Increases all your damage by 25 percent for 60 seconds.
- Focused Rage: Increases all your damage by 33 percent for 60 seconds.
- Righteous Rage: Increases all your damage by 50 percent for 60 seconds.

INSIGHT/KEEN INSIGHT/ UNCANNY INSIGHT

These improve your Villain's accuracy. Slower attacking characters might find these invaluable. Missed shots hurt, particularly if you rely on slower, high-damage attacks. If you or your team need to bring tougher foes to justice, accuracy certainly helps to land hits on higher-level enemies.

- Insight: Makes your attacks 25 percent more accurate for 60 seconds.
- Keen Insight: Makes your attacks 33 percent more accurate for 60 seconds.
- Uncanny Insight: Makes your attacks 50 percent more accurate for 60 seconds.

BREAK FREE/ EMERGE/ESCAPE

These provide immunity to Hold, Sleep, Root, Confusion, and Disorient powers. It's good to have at least one on you if you are a melee character, especially going into the midlevels and up. Bosses, lieutenants, and even minions start using these types of powers frequently. At the very least, have one with you going into a boss mission.

- Discipline: Slightly boosts your resistance to Immobilization, Sleep, Disorient, and Hold effects for 60 seconds. Must be used before Sleep, Hold, or Disorient effects strike but can be used after Immobilization.
- Strength of Will: Moderately boosts your resistance to Immobilization, Sleep, Disorient, and Hold effects for 90 seconds. Must be used before Sleep, Hold, or Disorient effects strike but can be used after Immobilization.
- Iron Will: Greatly boosts your resistance to Immobilization, Sleep, Disorient, and Hold effects for 120 seconds. Must be used before Sleep, Hold, or Disorient effects strike but can be used after Immobilization.

AWAKEN/BOUNCE BACK/ RESTORATION

After a self-resurrection, your Villain returns with a portion of hit points but no Endurance, and is disoriented for a time.

Generally, it's a good idea to have at least one of each of these Inspirations on your character. More than one self-rez isn't important unless you have a tendency to make frequent hospital visits. Extras, or Inspirations you don't feel you need, can always be traded to your teammates or simply deleted (right-click and select Delete).

- Awaken: When you are defeated, you wake up with 25 percent of your hit points. However, you will be disoriented, have no Endurance, and be unable to recover Endurance for 20 seconds.
- Bounce Back: When you are defeated, you wake up with 50 percent of your hit points. However, you will be disoriented, have no Endurance, and be unable to recover Endurance for 10 seconds.
- Restoration: When you are defeated, you wake up with 75 percent of your hit points. However, you will have no Endurance and be unable to recover Endurance for 10 seconds.

STURDY/RUGGED/ROBUST

- Sturdy: Increases all your Damage Resistance by 5% for 60 seconds
- Rugged: Increases all your Damage Resistance by 10% for 60 seconds
- Robust: Increases all your Damage Resistance by 20% for 60 seconds

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ARCHETYPES

THE FESTERING HEART OF *CITY OF VILLAINS*

CHOOSE YOUR OWN ARCHETYPE

Before you create a Villain of your own, read through the various Archetype descriptions provided here to gain greater insight into what makes each one tick.

WHAT'S IN THIS CHAPTER

- Complete write-ups on the five Archetypes: Stalker, Brute, Mastermind, Corruptor, and Dominator.
- Pros and cons for each Archetype, providing a quick overview of what to expect from each.
- Complete power sets for each Archetype's primary powers—these tables break down the powers in minute detail.
- Complete power pool power sets detailing the various movement powers, among others.
- A sample build created for each Archetype.

USING THIS CHAPTER

SAMPLE BUILDS

In this chapter, we place special emphasis on sample builds for each Archetype.

WHY PROVIDE SAMPLE BUILDS?

1. If you've ever played an MMO, you've probably made the error of creating an alter ego in a fashion that doesn't optimize the interplay between the myriad available options and, invariably, learn this much too late. We take the guesswork out and provide an optimized path you can follow from the moment you first log on.
2. These samples take the best of each Archetype and provide information on everything from which powers to select to which enhancements to slot and where. This maximizes the potential of each power selected.
3. These builds are optimized for solo potential and show how you can annihilate the largest groups of mobs in the shortest possible span of time. This keeps the game moving at a brisk clip and keeps you leveling at an optimized rate, so you face as little downtime as possible.

We encourage you to experiment with your own unique builds to see what the game has to offer. However, these builds show how certain powers "play" with one another and should help guide your own builds.

NOTE

Read this guide's Basics section to learn the terminology used throughout this chapter and to learn the basics of enhancements and slotting.

NOTE

The sample builds provided will get you off to a flying start by taking you up through level 25 (more than half the game's 40 levels at launch). At that point, you'll start to run into the Enhancement Diversification situation—refer to the "Enhancements" section in "Playing *City of Villains*" for more information on the diminishing returns provided by slotting more than three Single Origin Enhancements on one power.

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UNDERSTANDING THE SAMPLE BUILD

The sample build list is a level-by-level guide for creating a specific Villain, including how to enhance the powers that you acquire. At each level, you can either train a new power or add slots to existing powers.

The sample build indicates if you can train a new power by stating "New [Power Pool] Power: [Power]." This helps you locate the power in the vast power listings. For example, "New Speed Power: Hasten" will prompt you to search for the Hasten power under the Speed power pool.

Newly acquired slots are indicated by "# Additional Slots." With newly acquired powers, the default accompanying slot and suggested enhancement type appear directly below the newly trained power.

When on a level where you acquire only new slots for your powers, the suggested enhancements appear below "# Additional Slots": The name of the power you should add to the slot is followed by the enhancement type; for example, "Hasten: Recharge Reduction." If you are instructed to put more than one of your new slots into the same power, a multiplier appears after the enhancement type. For example, "Hasten: Recharge Reduction (2x)" means you should add two slots to Hasten and place Recharge Reduction enhancements in them.

You may not have enough Infamy to immediately enhance your powers, so just refer back to the previous levels' slot listings when you can purchase enhancements.

OH, NO, I MADE A HUGE MISTAKE!

If you mangled your alter ego's power and enhancement slots, there is a remedy! You can participate in a "Respec Trial":

The Tree of Thorns
Contact(s): Sparcetriel (25–30); Trepsarciel (30–40)

The demons Sparcetriel and Trepsarciel have grown tired of being summoned by the Circle of Thorns. To get their revenge, they have found an alternate way to Earth and offered their services to Arachnos. They promise to show groups of Villains a way to steal power from a great demon-tree the Circle uses to siphon energy from the ruins of Mu. Villains who can successfully wrest this power from the Circle can use it to remake themselves (i.e., get a respec).

Missions
Mission 1: Defeat Circle—25 for Levels 25–30, 40 for Levels 31–40.
Mission 2a (25–30): Longbow Underwater Base
Longbow is also planning to raid the tree. Stop them before they get the chance!
Mission 2b (30–40): Devouring Earth
The Devouring Earth is also planning to raid the tree. Stop them before they get the chance!
Mission 3: The Tree of Thorns
Raid the Thorn Tree and steal its power!

NOTE

There are only two respec trials, so make sure you know exactly what you want when you start one as you won't be able to repeat these missions ad infinitum.

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SOLOING AND DUOING

While teaming up in sizable groups makes everything quite a bit easier, we also include detailed information on how best to solo and duo with each Archetype.

INTERPRETING THE TABLES

Each Archetype section contains sizable tables listing all the data on the Archetype's primary powers, secondary powers, epic sets, and pool powers. Here are the various table heads and what they represent:

ENERGY MELEE

POWER NAME	ACTIVATION TYPE	WHO?	END COST	CAST TIME	RECHARGE TIME	EFFECT AREA	RADIUS	MAX # OF TARGETS	ENH TYPES	POWER TYPE
Barrage	Click	Foe	3.536	1.33	2	Character	—	—	Accuracy_Boost, kDamage_Boost, kEnduranceDiscount_Boost, kStunned_Boost, kRecharge_Boost	Melee, Minor DMG(Smash/Energy), Foe Disorient
You perform a quick punch that deals minor smashing and energy damage. Coupled with other energy punches, Barrage can Disorient a foe. Damage: Minor, Recharge: Very Fast										
Energy Punch	Click	Foe	5.2	0.57	4	Character	—	—	Accuracy_Boost, kDamage_Boost, kRecharge_Boost, kEnduranceDiscount_Boost, kStunned_Boost	Melee, Moderate DMG(Smash/Energy), Foe Disorient
You perform a powerful Energy Punch that deals moderate smashing and energy damage. When used with other Energy Melee attacks, Energy Punch can Disorient your opponent. Damage: Moderate, Recharge: Fast										
Bone Smasher	Click	Foe	8.528	1.5	8	Character	—	—	Accuracy_Boost, kDamage_Boost, kRecharge_Boost, kEnduranceDiscount_Boost, kStunned_Boost	Melee, High DMG(Smash/Energy), Disorient
A Bone Smasher attack can be slow, but it compensates by dealing a good amount of smashing and energy damage and having a better chance to Disorient than Energy Punch. Damage: High, Recharge: Moderate										
Assassin's Strike	Click	Foe	14.352	1	15	Character	—	—	Accuracy_Boost, kDamage_Boost, kRecharge_Boost, kEnduranceDiscount_Boost	Melee, Special DMG(Smashing, Energy)
A signature Stalker attack. This attack does moderate damage on its own as a frontal attack. However, if it is executed while you are Hidden, this attack will do tremendous smashing and energy damage, as you waylay your unsuspecting foe. This attack may be interrupted if you move or are attacked while executing this power. Damage: Special, Recharge: Slow										

POWER NAME: *The name of the power.*

LEVEL EARNED: *The level at which you earn the power.*

WHO?: *Who the power affects.*

CAST TIME: *The amount of time (in seconds) it takes to execute the power.*

RECHARGE TIME: *The amount of time (in seconds) it takes for the power to become usable again.*

EFFECT AREA: *The shape of the area or location in which the power is effective: a cone, sphere, or a single character.*

RADIUS: *The area (in feet) in which the power is effective.*

MAX # OF TARGETS: *The maximum number of entities that are affected by a given power.*

POWER TYPE: *This header features various information:*

TOGGLE: *These powers must be switched on and off and always drain endurance.*
AUTO: *These powers are always on and do not drain any endurance.*
CLICK: *To activate these powers, click the on-screen icon or select it from a keyboard shortcut you've created. You use these powers once; you must wait for them to recharge to use them again.*

DESCRIPTION: *The description of the power.*

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PRIMARY AND SECONDARY POWER SETS

Each Archetype is skilled in two power types. When you first create an alter ego, you must choose one power from your primary power set and one from your secondary power set.

POWER POOLS

Power pools are major choices that affect the life of your Villain. For example, plan your power pools correctly, and you can be the Brute who always holds aggro in fights, never runs out of endurance or health, reaches the mission door first, and is feared and respected by every team you join. But make choices randomly and you can end up the Corruptor who reaches the mission late, burns through health Inspirations like bullets in a badly aimed machine gun, and whose presence is met with derision from others of a villainous bent.

Power pools round out your Villain and make him better than the potential crime lord who took the same primary and secondary powers as you. Will you be the Dominator or Mastermind who provides pure team support in the back row, or will you go toe-to-toe with the enemy when necessary? Your choices with the power pools can help you meet your goals.

Starting at Level 6, power pools are open to you. In any power pool, you can take the first or second power. Starting at Level 14, you can take the third power in a power pool, provided you have already taken a previous power in the same pool. At Level 20 and up, you can take the fourth power in a power pool, provided you have taken the third power in the same pool.

DOES ORIGIN MATTER?

There are several reasons why Origins are more important than they might initially appear in the game manual:

- *Stores and enhancements: Depending on your Origin, you are limited to shopping at stores that cater to one particular Origin. This matters because as you progress in the game, it can be dangerous getting to some of the higher-level stores when you're ready for that next round of enhancements (enemies try to prevent you from reaching these stores).*
- *Titles: As you advance in levels, you earn additional titles to boost your reputation as a Villain who is not to be trifled with.*



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THE STALKER

SHADOW-BORNE KILLING MACHINE

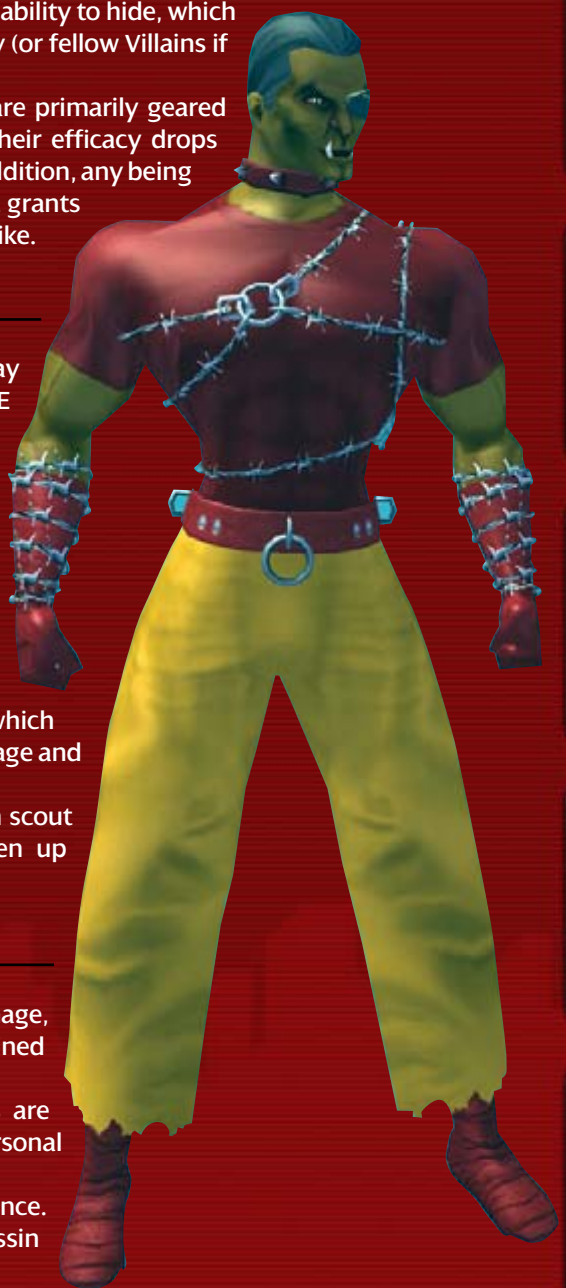
Primary Power Set: Melee
Secondary Power Set: Defense

From the shadows they strike, tearing into flesh, bone, and even armor like a hot knife through butter. Some use their claws, others use ninja-tos, but all are incredibly deadly assassins—if used correctly.

Stalkers get the incredibly useful Hide ability right off the bat, which allows them to sneak around and strike quickly from the shadows. This is a huge advantage, because a hidden Stalker automatically hits and causes a massive Critical!

In a PvP setting, Stalkers are pure evil thanks to their innate ability to hide, which allows them to jump unsuspecting Heroes with near impunity (or fellow Villains if the mood strikes—and it likely will).

Weaknesses? Oh yes, they have their fair share. Stalkers are primarily geared toward taking down one target at a time. Against groups their efficacy drops tremendously—especially against player-controlled pets. In addition, any being that can see through a Stalker's Hide ability (or any gear that grants other players this ability) will ruin your automatic assassin strike.



STALKER PROS

- Stalkers have the power to Hide. At the earliest levels of play this gives them a massive, innate advantage in both PvE and PvP play. Sneak up on powerful foes and devastate them with an "alpha strike" to quickly soften them up.
- Stalkers are fairly easy to pick up and play compared to several other Archetypes. This makes them great for individuals new to *City of Villains.*
- Stalkers are great for running solo as they can take decent damage, are easy to use, and can inflict heavy damage.
- Stalkers have a moderate chance of landing Critical hits on targets that are slept or Held.
- With some practice, and the use of their Placate ability (which renders them hidden again *after* striking, a Stalker can engage and defeat single mobs that con up to orange.
- Stalkers are excellent in groups if used properly. They can scout ahead undetected, and more importantly, quickly soften up Bosses and other major threats for the rest of the team.

STALKER CONS

- Stalkers are good for meting out intense amounts of damage, but they aren't very good at holding aggro or taking sustained abuse, so don't think they can take the place of a Brute.
- Stalkers have *no* ranged attack ability. All their powers are melee-oriented and require them to get up close and personal with their target to inflict maximum carnage.
- Stalkers don't last long if they aggro too many mobs at once. Learning how to hit and run is vital to keeping your assassin out of debt.

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STALKER SAMPLE BUILD

BUILDING A SPINES—REGEN STALKER

Stalkers are for those players who enjoy getting into the thick of the action and cutting down their enemies quickly and messily. This is tricky business, of course, so be prepared for all sorts of hazards. This sample build provides a Stalker with well-rounded survivability with strong single-target and multiple-target attacks. It's a good place to start, and not as risky as some of the other power sets.

Primary Powers—Melee: Spines
Secondary Powers—Support: Regeneration

DEFAULT ABILITIES

Level 1
Free Default Ability: Brawl
Slot: Damage
Free Default Ability: Sprint
Slot: Run Speed

Level 2
Free Default Ability: Rest
Slot: Recharge Reduction

POWERS

Level 1
New Primary Power: Lunge
Slot: Accuracy
New Secondary Power: Hide
Slot: Recharge Reduction

Level 2
New Primary Power: Spine Burst
Slot: Accuracy

Level 3
Two Additional Slots
Spine Burst: Endurance Reduction
Spine Burst: Damage

Level 4
New Secondary Power: Reconstruction
Slot: Recharge Reduction

Level 5
Two Additional Slots
Spine Burst: Damage (2x)

Level 6
New Speed Power: Hasten
Slot: Recharge Reduction

Level 7
Two Additional Slots
Hasten: Recharge Reduction (2x)

Level 8
New Primary Power: Assassin's Impaler
Slot: Accuracy

Level 9
Two Additional Slots
Hasten: Recharge Reduction (2x)

Level 10
New Primary Power: Build Up
Slot: Recharge Reduction

Level 11
Two Additional Slots
Spine Burst: Damage
Hasten: Recharge Reduction

Level 12
New Fitness Power: Hurdle
Slot: Jump

Level 13
Two Additional Slots
Assassin's Impaler: Damage (2x)

Level 14
New Speed Power: Super Speed
Slot: Run Speed

Level 15
Two Additional Slots
Assassin's Impaler: Damage (2x)

Level 16
New Secondary Power: Integration
Slot: Endurance Reduction

Level 17
Two Additional Slots
Hide: Defense Buff
Assassin's Impaler: Damage

Level 18
New Fitness Power: Health
Slot: Healing

Level 19
Two Additional Slots
Hide: Recharge Reduction
Hide: Defense Buff

Level 20
New Fitness Power: Stamina
Slot: Endurance Recovery

Level 21
Two Additional Slots
Stamina: Endurance Recovery (2x)

Level 22
New Primary Power: Placate
Slot: Taunt Duration

Level 23
Two Additional Slots
Stamina: Endurance Recovery (2x)

Level 24
New Secondary Power: Resilience
Slot: Damage Resistance

Level 25
Two Additional Slots
Stamina: Endurance Recovery
Resilience: Damage Resistance

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LEVELING AND HUNTING STRATEGIES

SOLO

Levels 1–10

In your early levels, foes fall fast to your surprise attacks. You'll be one-shotting a lot of these early mobs if you strike while Hidden. Spine Burst is a great attack after you've been discovered to land some poison on everyone and deal good multi-target damage. Reconstruction is your heal, although it doesn't recover much. Just remember you have it when you're in a pinch; it may give you enough to flee to safety. At these levels, practice landing attacks from the Hidden state, especially Assassin's Impaler, for huge damage.

Levels 11–20

The life of a Stalker isn't too complicated. You fight until you can't fight anymore. Use Build Up and Hasten to increase your damage output. Integration offers you natural defenses as your enemies get tougher, but you should still be able to cut down equal-level foes with relative ease.

Levels 21–30

Use Placate to gain the opportunity to get repeated critical strikes, but make sure to save it for when you have a big damage move ready, like Assassin's Impaler. Ripper is another huge damage attack, and it will be the bread and butter of your arsenal. Again, life for a Stalker is pretty much taking out enemies faster than they can take you out. When you're getting more of a beating, activate Instant Healing and run away. You'll quickly regain your hit points and survive to fight another day. Plus, nobody likes debt.

Levels 31–40

These final levels fill out the damage slots on your main attacks, and you also gain the Fighting power pool, which greatly boosts your combat defenses. Use Weave to avoid attacks and Tough to lessen the damage you take in bad situations.

DUOS

When choosing an Archetype to duo with, we recommend the following partners in order of descending preference.

LEVELS 1–20

1. **Brute/Dominator:** These Archetypes are great for keeping the aggro away from you so you can strike from the shadows without risk. If you can reestablish stealth while the attention is not on you, you can make repeated assassin strikes. Brutes step up and take the damage, as they thrive on aggro to build Fury, whereas Dominators simply lock down your enemies with holds so you can get in free cheap shots.
2. **Mastermind:** Masterminds are another control-based Archetype that can be fun to team with. They bring buffs, debuffs, and control to the table, and they pack their own mini damage-absorbing meat-shields as well. These lackeys distract the enemy long enough to let you shred your foes without danger.
3. **Corruptor:** Teaming with a Corruptor can result in fast street sweeping since both of you are damage-oriented. Just make sure to watch out for Bosses and enemies with stuns or other immobilization powers. If aggroed carelessly, they could trap both of you very quickly, resulting in a quick trip to the hospital and a load of debt.

LEVELS 21–40

1. **Brute/Dominator:** The Stalker's game plan doesn't really change in late game. Stick to the basic plan of letting your partner lock down the mob while you strike at the fringes.
2. **Mastermind:** Masterminds in this level have many pets, allowing you to get lost in the crowd. Distractions are a good thing for Stalkers, so work those enemies that get tied up with your partner's underlings.
3. **Corruptors:** This pairing could get dicey; you will do great damage together but have very little aggro management. In the late game, this could be deadly because the opposition won't fall so easily.



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POWER SETS

PRIMARY POWERS

CLAWS

POWER NAME	ACTIVATION TYPE	WHO?	END COST	CAST TIME	RECHARGE TIME	EFFECT AREA	RADIUS	MAX # OF TARGETS	ENH TYPES	POWER TYPE
Swipe	Click	Foe	3.3696	2.43	1.2	Character	—	—	Accuracy_Boost, kDamage_Boost, kEnduranceDiscount_Boost, kRecharge_Boost	Melee, Minor DMG(Lethal)
A series of quick Swipes with your claws. Does minor lethal damage, but has a very quick recharge rate. Damage: Minor(DoT), Recharge: Very Fast										
Strike	Click	Foe	4.5344	1.33	3.2	Character	—	—	Accuracy_Boost, kDamage_Boost, kRecharge_Boost, kEnduranceDiscount_Boost	Melee, Moderate DMG(Lethal)
You perform a Strike with your claws. This is a basic attack that deals a moderate amount of lethal damage. Damage: Moderate, Recharge: Fast										
Slash	Click	Foe	5.8656	2.43	4.8	Character	—	—	Accuracy_Boost, kDamage_Boost, kRecharge_Boost, kEnduranceDiscount_Boost, kDebuff_Defense_Boost	Melee, Moderate DMG(Lethal), Foe -DEF
You perform a Slash with your claws, dealing a good amount of lethal damage, but with a longer recharge rate than Swipe or Strike . This attack can reduce a target's Defense, making him easier to hit. Damage: Moderate, Recharge: Fast										
Assassin's Claw	Click	Foe	14.352	1	15	Character	—	—	Accuracy_Boost, kDamage_Boost, kRecharge_Boost, kEnduranceDiscount_Boost	Melee, Special DMG(Lethal)
A signature Stalker attack. This attack does moderate damage on its own as a frontal attack. However, if it is executed while you are Hidden, this attack will do tremendous lethal damage, as you impale your unsuspecting foe. This attack may be interrupted if you move or are attacked while executing this power. Damage: Special, Recharge: Slow										
Build Up	Click	Caster	5.2	0.73	90	Character	—	—	EnduranceDiscount_Boost, kRecharge_Boost, kBuff_ToHit_Boost	Self +DMG, +ACC
Greatly increases the amount of damage you deal for a few seconds, as well as slightly increasing your Accuracy. Recharge: Long										
Placate	Click	Foe	2.6	1.5	60	Character	—	—	Range_Boost, kRecharge_Boost	Ranged, Foe Placate, Self Stealth/Hide
Allow you to trick a foe to no longer attack you. A Successful Placate will also Hide you. This Hide is very brief, and offers no Defense bonus, but it will allow you to deliver a Critical Hit or an Assassins Claw. However, if you attack a Placated Foe, he will be able to attack you back. Recharge: Long										
Focus	Click	Foe	7.1968	1.53	6.4	Character	—	—	Accuracy_Boost, kDamage_Boost, kRecharge_Boost, kEnduranceDiscount_Boost, kKnockback_Boost, kRange_Boost	Ranged, High DMG(Lethal), Knockback
Projects a burst of Focused power over a short distance. Focus deals high lethal damage and can possibly knock down your foe. Damage: High, Recharge: Moderate										
Eviscerate	Click	Foe	10.192	2.17	10	Cone	5	5	Accuracy_Boost, kDamage_Boost, kRecharge_Boost, kEnduranceDiscount_Boost	Melee (Cone), Superior DMG(Lethal), +Special
You spin and slash violently, Eviscerating all foes in a wide arc in front of you. If executed while hidden, all affected targets have a chance to be hit with a Critical for extra lethal damage, however, there is also a very small chance you may land a Critical hit with Eviscerate, even if you are not Hidden. Damage: Superior, Recharge: Slow										
Shockwave	Click	Foe	13	1.53	13.5	Cone	30	10	Accuracy_Boost, kDamage_Boost, kRecharge_Boost, kEnduranceDiscount_Boost, kKnockback_Boost, kRange_Boost	Melee (Cone), Moderate DMG(Lethal), Foe Knockback
Projects a Shockwave of focused power that can travel a short distance. Shockwave travels in a wide arc in front of you dealing moderate lethal damage and, possibly knocking back foes. If executed while hidden, all affected targets have a chance to be hit with a Critical for extra damage. Damage: Moderate, Recharge: Slow										

ENERGY MELEE

POWER NAME	ACTIVATION TYPE	WHO?	END COST	CAST TIME	RECHARGE TIME	EFFECT AREA	RADIUS	MAX # OF TARGETS	ENH TYPES	POWER TYPE
Barrage	Click	Foe	3.536	1.33	2	Character	—	—	Accuracy_Boost, kDamage_Boost, kEnduranceDiscount_Boost, kStunned_Boost, kRecharge_Boost	Melee, Minor DMG(Smash/Energy), Foe Disorient
You perform a quick punch that deals minor smashing and energy damage. Coupled with other energy punches, Barrage can Disorient a foe. Damage: Minor, Recharge: Very Fast										
Energy Punch	Click	Foe	5.2	0.57	4	Character	—	—	Accuracy_Boost, kDamage_Boost, kRecharge_Boost, kEnduranceDiscount_Boost, kStunned_Boost	Melee, Moderate DMG(Smash/Energy), Foe Disorient
You perform a powerful Energy Punch that deals moderate smashing and energy damage. When used with other Energy Melee attacks, Energy Punch can Disorient your opponent. Damage: Moderate, Recharge: Fast										
Bone Smasher	Click	Foe	8.528	1.5	8	Character	—	—	Accuracy_Boost, kDamage_Boost, kRecharge_Boost, kEnduranceDiscount_Boost, kStunned_Boost	Melee, High DMG(Smash/Energy), Disorient
A Bone Smasher attack can be slow, but it compensates by dealing a good amount of smashing and energy damage and having a better chance to Disorient than Energy Punch. Damage: High, Recharge: Moderate										
Assassin's Strike	Click	Foe	14.352	1	15	Character	—	—	Accuracy_Boost, kDamage_Boost, kRecharge_Boost, kEnduranceDiscount_Boost	Melee, Special DMG(Smashing, Energy)
A signature Stalker attack. This attack does moderate damage on its own as a frontal attack. However, if it is executed while you are Hidden, this attack will do tremendous smashing and energy damage, as you waylay your unsuspecting foe. This attack may be interrupted if you move or are attacked while executing this power. Damage: Special, Recharge: Slow										

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ENERGY MELEE CONT.

POWER NAME	ACTIVATION TYPE	WHO?	END COST	CAST TIME	RECHARGE TIME	EFFECT AREA	RADIUS	MAX # OF TARGETS	ENH TYPES	POWER TYPE
Build Up	Click	Caster	5.2	1.17	90	Character	—	—	EnduranceDiscount_Boost, kRecharge_Boost, kBuff_ToHit_Boost	Self +DMG, +ACC
Greatly increases the amount of damage you deal for a few seconds, as well as slightly increasing your Accuracy. Recharge: Long										
Placate	Click	Foe	0	1.5	60	Character	—	—	Range_Boost, kRecharge_Boost	Ranged, Foe Placate, Self Stealth/Hide
Allow you to trick a foe to no longer attack you. A Successful Placate will also Hide you. This Hide is very brief, and offers no Defense bonus, but it will allow you to deliver a Critical Hit or an Assassins Strike. However, if you attack a Placated Foe, he will be able to attack you back. Recharge: Long										
Stun	Click	Foe	10.192	1.8	20	Character	—	—	Accuracy_Boost, kDamage_Boost, kRecharge_Boost, kEnduranceDiscount_Boost, kStunned_Boost	Melee Disorient
By focusing your internal energy on your fists, you can turn them into personal tasers. This Stun attack deals minor smashing and energy damage, but has the best chance to Disorient a target. Damage: Minor, Recharge: Slow										
Energy Transfer	Click	Foe	10.192	1	20	Character	—	—	Accuracy_Boost, kDamage_Boost, kRecharge_Boost, kEnduranceDiscount_Boost	Melee, Extreme DMG(Energy/Smash), Foe Disorient, Self -HP
Mastery of Energy Melee begins with the ability to transfer your own Hit Points into a punch that deals extreme smashing and energy damage. Energy Transfer has a good chance of Disorienting the target. Unlike other Stalker primary attack powers, Energy Transfer cannot land a Critical hit. However, if this attack is executed successfully while Hidden, you can avoid the Hit Point loss to yourself and deal a massive blow with no penalty. Damage: Extreme, Recharge: Slow										
Total Focus	Click	Foe	18.512	3.3	20	Character	—		Accuracy_Boost, kDamage_Boost, kRecharge_Boost, kEnduranceDiscount_Boost, kStunned_Boost	Melee, Extreme DMG(Energy/Smash), Foe Disorient
Total Focus is complete mastery over Energy Melee. This is a very slow, but incredibly devastating smashing and energy attack that can knock out most opponents, leaving them Disoriented. Due to the exhausting nature of Total Focus, recharge time is very long. A Critical hit with Total Focus deals extra damage, but not double. Damage: Extreme, Recharge: Long										

MARTIAL ARTS

POWER NAME	ACTIVATION TYPE	WHO?	END COST	CAST TIME	RECHARGE TIME	EFFECT AREA	RADIUS	MAX # OF TARGETS	ENH TYPES	POWER TYPE
Thunder Kick	Click	Foe	5.2	1.07	3	Character	—	—	Accuracy_Boost, kDamage_Boost, kRecharge_Boost, kEnduranceDiscount_Boost, kStunned_Boost	Melee, Moderate DMG(Smash), Minor Disorient
You can perform a strong Thunder Kick that hits so hard it can Disorient your target. Damage: Moderate(Smashing), Recharge: Fast										
Storm Kick	Click	Foe	7.0044	1	6	Character	—	—	Accuracy_Boost, kDamage_Boost, kRecharge_Boost, kEnduranceDiscount_Boost	Melee, Moderate DMG(Smash)
You can unleash a roundhouse kick that pummels your foe for moderate smashing damage. Damage: Moderate, Recharge: Fast										
Crippling Axe Kick	Click	Foe	5.2	2.17	4	Character	—	—	Accuracy_Boost, kDamage_Boost, kEnduranceDiscount_Boost, kImmobilized_Boost, kRecharge_Boost, kSlow_Boost	Melee, Minor DMG(Smash), Foe Immobilize, -SPD, -Fly
You can perform a Crippling Axe Kick that deals minor smashing damage, but has a chance to Immobilize your target, as well as Slowing their run speed. Crippling Axe Kick may also knock some flying entities out of the sky. Damage: Minor, Recharge: Fast										
Assassin's Blow	Click	Foe	14.352	1	15	Character	—	—	Accuracy_Boost, kDamage_Boost, kRecharge_Boost, kEnduranceDiscount_Boost	Melee, Special DMG(Smashing)
A signature Stalker attack. This attack does moderate smashing damage on its own as a frontal attack. However, if it is executed while you are Hidden, this attack will do tremendous damage, as you waylay your unsuspecting foe. This attack may be interrupted if you move or are attacked while executing this power. Damage: Special, Recharge: Slow										
Focus Chi	Click	Caster	5.2	1.17	90	Character	—	—	EnduranceDiscount_Boost, kRecharge_Boost, kBuff_ToHit_Boost	Self +DMG, +ACC
Tapping into your inner Chi greatly increases the amount of damage you deal for a few seconds, as well as slightly increasing your Accuracy. Recharge: Long										
Placate	Click	Foe	0	1.5	60	Character	—	—	Range_Boost, kRecharge_Boost	Ranged, Foe Placate, Self Stealth/Hide
Allow you to trick a foe to no longer attack you. A Successful Placate will also Hide you. This Hide is very brief, and offers no Defense bonus, but it will allow you to deliver a Critical Hit or an Assassins Blow. However, if you attack a Placated Foe, he will be able to attack you back. Recharge: Long										
Cobra Strike	Click	Foe	10.14	1.93	20	Character	—	—	Accuracy_Boost, kDamage_Boost, kRecharge_Boost, kEnduranceDiscount_Boost, kStunned_Boost	Melee, Minor DMG(Smash), Foe Disorient
Using intense martial arts focus, you can perform a Cobra Strike that deals minor smashing damage, but has a great chance of Disorienting your target. Damage: Minor, Recharge: Slow										
Crane Kick	Click	Foe	8.528	2	8	Character	—	—	Accuracy_Boost, kDamage_Boost, kEnduranceDiscount_Boost, kKnockback_Boost, kRecharge_Boost	Melee, High DMG(Smash), Knockback
You can perform a slow, high smashing damage kick that will likely knock your target back. Damage: High, Recharge: Moderate										
Eagles Claw	Click	Foe	10.4	3	10	Character	—	—	Accuracy_Boost, kDamage_Boost, kEnduranceDiscount_Boost, kStunned_Boost, kRecharge_Boost	Melee, Superior DMG(Smash), Foe Minor Disorient, +Special
You can perform a devastating smashing damage kick that can severely Disorient most opponents. Eagle's Claw has an exceptionally good critical hit capability. In addition to the normal Critical from attacking while Hidden, there is also a small chance you may land a Critical hit even if you are not Hidden. Damage: Superior, Recharge: Slow										

NINJA BLADE

POWER NAME	ACTIVATION TYPE	WHO?	END COST	CAST TIME	RECHARGE TIME	EFFECT AREA	RADIUS	MAX # OF TARGETS	ENH TYPES	POWER TYPE
Sting of the Wasp	Click	Foe	6.032	1.67	5	Character	—	—	Accuracy_Boost, kDamage_Boost, kRecharge_Boost, kEnduranceDiscount_Boost, kDebuff_Defense_Boost	Melee, Moderate DMG(Lethal), Foe -Def
You perform a standard attack with your Ninja Blade. This attack is slower than Gambler's Cut, but deals more lethal damage. Sting of the Wasp can reduce a target's Defense, making him easier to hit. Damage: Moderate, Recharge: Fast										
Gambler's Cut	Click	Foe	4.368	1.33	3	Character	—	—	Accuracy_Boost, kDamage_Boost, kRecharge_Boost, kEnduranceDiscount_Boost, kDebuff_Defense_Boost	Melee, Minor DMG(Lethal), Foe -Def
You perform a quick slash with your Ninja Blade. This attack is very fast, but deals only minor lethal damage. This attack can reduce a target's Defense, making him easier to hit. Damage: Minor, Recharge: Fast										
Flashing Steel	Click	Foe	6.032	1.67	6	Cone	5	5	Accuracy_Boost, kDamage_Boost, kRecharge_Boost, kEnduranceDiscount_Boost, kDebuff_Defense_Boost	Melee (Cone), Moderate DMG(Lethal), Foe -Def
You swing your Ninja Blade in a wide arc in front of you, slicing multiple foes with lethal damage. This attack can reduce a target's Defense, making him easier to hit. If executed while hidden, all affected targets have a chance to be hit with a Critical for extra damage. Damage: Moderate, Recharge: Moderate										
Assassin's Blade	Click	Foe	14.352	1.67	15	Character	—	—	Accuracy_Boost, kDamage_Boost, kRecharge_Boost, kEnduranceDiscount_Boost	Melee, Special DMG(Lethal)
A signature Stalker attack. This attack does moderate lethal damage on its own as a frontal attack. However, if it is executed while you are Hidden, this attack will do tremendous damage, as you impale your unsuspecting foe. This attack may be interrupted if you move or are attacked while executing this power. Damage: Special, Recharge: Slow										
Build Up	Click	Caster	5.2	1.17	90	Character	—	—	EnduranceDiscount_Boost, kRecharge_Boost, kBuff_ToHit_Boost	Self +DMG, +ACC
Greatly increases the amount of damage you deal for a few seconds, as well as slightly increasing your Accuracy. Recharge: Long										
Placate	Click	Foe	0	1.5	60	Character	—	—	Range_Boost, kRecharge_Boost	Ranged, Foe Placate, Self Stealth/Hide
Allow you to trick a foe to no longer attack you. A Successful Placate will also Hide you. This Hide is very brief, and offers no Defense bonus, but it will allow you to deliver a Critical Hit or an Assassins Blade. However, if you attack a Placated Foe, he will be able to attack you back. Recharge: Long										
Divine Avalanche	Click	Foe	4.368	2.17	3	Character	—	—	Accuracy_Boost, kDamage_Boost, kEnduranceDiscount_Boost, kBuff_Defense_Boost, kRecharge_Boost	Melee, Minor DMG(Lethal), Self +DEF (Melee, Lethal)
You can use your Ninja Blade to parry incoming melee attacks and then quickly return the favor. Divine Avalanche does minor damage, but every successful hit will increase your Defense against melee and lethal attacks for a short while. Damage: Minor, Recharge: Fast										
Soaring Dragon	Click	Foe	9.36	2	9	Character	—	—	Accuracy_Boost, kDamage_Boost, kRecharge_Boost, kEnduranceDiscount_Boost, kDebuff_Defense_Boost, kKnockback_Boost	Melee, Superior DMG(Lethal), Foe Knockup, -DEF
You perform a powerful Soaring Dragon maneuver that deals a great amount of lethal damage, and can knock a target up into the air. This attack can reduce a target's Defense, making him easier to hit. Damage: Superior, Recharge: Moderate										
Golden Dragonfly	Click	Foe	11.856	2	12	Cone	10	10	Accuracy_Boost, kDamage_Boost, kRecharge_Boost, kEnduranceDiscount_Boost, kDebuff_Defense_Boost, kKnockback_Boost	Melee, Extreme DMG(Lethal), Foe Knockback, -DEF
You perform a devastating Golden Dragonfly attack that deals a massive amount of lethal damage and can even knock a foe down to the ground and reduce his Defense. The power of this attack can actually extend a short distance through multiple foes. If executed while hidden, only some affected targets may be hit with a Critical, however, there is a chance you may land a Critical hit with Golden Dragonfly even if you are not Hidden. Damage: Extreme, Recharge: Slow										

SPINES

POWER NAME	ACTIVATION TYPE	WHO?	END COST	CAST TIME	RECHARGE TIME	EFFECT AREA	RADIUS	MAX # OF TARGETS	ENH TYPES	POWER TYPE
Barb Swipe	Click	Foe	3.536	2.43	1.5	Character	—	—	Accuracy_Boost, kDamage_Boost, kEnduranceDiscount_Boost, kRecharge_Boost, kSlow_Boost	Melee, Minor DMG(Lethal), DoT(Toxic), -SPD, -Recharge
Shred your opponent with several quick Swipes from your Spines. Barb Swipe deals minor lethal damage over time. Spine poison deals additional Toxic damage and Slows affected foes. Damage: Minor(DoT), Recharge: Very Fast										
Lunge	Click	Foe	5.2	1.63	4	Character	—	—	Accuracy_Boost, kDamage_Boost, kRecharge_Boost, kEnduranceDiscount_Boost, kSlow_Boost	Melee, Moderate DMG(Lethal), DoT(Toxic) -SPD, -Recharge
You Lunge forward, stabbing and poisoning a foe with the large Spine on your arm. Lunge deals moderate lethal damage. Spine poison deals additional Toxic damage and Slows affected foes. Damage: Moderate, Recharge: Fast										
Spine Burst	Click	Foe	15.184	3	15	Sphere	15	10	Accuracy_Boost, kDamage_Boost, kRecharge_Boost, kEnduranceDiscount_Boost, kSlow_Boost	PBAoE Melee, Moderate DMG(Lethal), DoT(Toxic), -SPD, -Recharge
You can fling dozens of Spines in all directions. These Spines only travel a short distance, but they can deal moderate lethal damage and poison any target close to you. Spine poison deals additional Toxic damage and Slows affected foes. If executed while hidden, all affected targets have a chance to be hit with a Critical Hit for extra damage. Damage: Moderate, Recharge: Slow										
Assassin's Impaler	Click	Foe	14.352	1	15	Character	—	—	Accuracy_Boost, kDamage_Boost, kRecharge_Boost, kEnduranceDiscount_Boost	Melee, Special DMG(Lethal)
A signature Stalker attack. This attack does moderate lethal damage on its own as a frontal attack. However, if it is executed while you are Hidden, this attack will do tremendous damage, as you impale your unsuspecting foe. This attack may be interrupted if you move or are attacked while executing this power. Damage: Special, Recharge: Slow										
Build Up	Click	Caster	5.2	0.73	90	Character	—	—	EnduranceDiscount_Boost, kRecharge_Boost, kBuff_ToHit_Boost	Self +DMG, +ACC
Greatly increases the amount of damage you deal for a few seconds, as well as slightly increasing your Accuracy. Recharge: Long										

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SPINES CONT.

POWER NAME	ACTIVATION TYPE	WHO?	END COST	CAST TIME	RECHARGE TIME	EFFECT AREA	RADIUS	MAX # OF TARGETS	ENH TYPES	POWER TYPE
Placate	Click	Foe	0	1.5	60	Character	—	—	Range_Boost, kRecharge_Boost	Ranged, Foe Placate, Self Stealth/Hide
Allow you to trick a foe to no longer attack you. A Successful Placate will also Hide you. This Hide is very brief, and offers no Defense bonus, but it will allow you to deliver a Critical Hit or an Assassins Impaler. However, if you attack a Placated Foe, he will be able to attack you back. Recharge: Long										
Impale	Click	Foe	5.2	2.43	8	Character	—	—	Accuracy_Boost, kDamage_Boost, kRecharge_Boost, kEnduranceDiscount_Boost, kImmobilized_Boost, kRange_Boost, kSlow_Boost	Ranged, High DMG(Lethal), DoT(Toxic), Immobilize, -Recharge, -Fly
You can throw a single large Spine at a targeted foe. This Spine does only moderate lethal damage, but carries a large amount of the Spine toxin. A successful attack can completely Immobilize most foes, as well as Slowing them and dealing Toxic poison damage. Impale can also bring down flying entities. Damage: Moderate, Recharge: Moderate										
Ripper	Click	Foe	11.024	2.17	11	Cone	5	5	Accuracy_Boost, kDamage_Boost, kRecharge_Boost, kEnduranceDiscount_Boost, kKnockback_Boost, kSlow_Boost	Melee (Cone), High DMG(Lethal), DoT(Toxic), Knockback, -SPD, -Recharge
You can unleash a spectacular slashing maneuver that attacks all foes in a wide arc in front of you. Ripper deals massive lethal damage and poisons multiple targets. It can even knock foes down. Spine poison Slows affected targets and deals additional Toxic damage. If executed while hidden, all affected targets have a chance to be hit with a Critical Hit for extra damage. Damage: High, Recharge: Slow										
Throw Spines	Click	Foe	13	1.63	12	Cone	30	10	Accuracy_Boost, kDamage_Boost, kRecharge_Boost, kEnduranceDiscount_Boost, kRange_Boost, kSlow_Boost	Ranged (Cone), Moderate DMG(Lethal), DoT(Toxic), -SPD, -Recharge
You can throw dozens of Spines in a wide cone in front of you, impaling foes caught within the range. Spine throwing deals moderate lethal damage, and poisons any targets it hits. Spine poison deals additional Toxic damage and Slows affected foes. If executed while hidden, all affected targets have a chance to be hit with a Critical Hit for extra damage. Damage: Moderate, Recharge: Slow										

BONUS TIPS

If you see the word "Hidden" in red letters in the upper right of your screen, your Stalker can still use his Assassin Strike ability. This is true even if your enemy has already spotted you sometimes, so keep an eye out for it!

Think about striking the toughest foes first, then running away for a while until you become undetected again. A couple of hit and run attacks like this can bring down even the toughest foes. Then you can come back and finish off any lackeys still hanging around.

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SECONDARY POWERS

ENERGY AURA

POWER NAME	ACTIVATION TYPE	WHO?	END COST	CAST TIME	RECHARGE TIME	EFFECT AREA	RADIUS	MAX # OF TARGETS	ENH TYPES	POWER TYPE
Hide	Toggle	Caster	0.13	0.73	20	Character	—	—	EnduranceDiscount_Boost, kRecharge_Boost, kBuff_Defense_Boost	Toggle: Self Stealth, +DEF(All but Psionics)
Hide makes you almost impossible to detect. When properly 'Hidden", a Stalker can pull off Critical hits with his attacks, and even land a massive 'Assassins Strike' with an Assassins power. When you attack or are damaged while using this power, you will be discovered. Even if discovered, you are hard to see and retain some bonus to Defense. Unlike most stealth powers, Hide can be used at the same time as other Concealment powers, giving you even greater stealth capability. Very low Endurance cost.										
Kinetic Shield	Toggle	Caster	0.13	0.73	4	Character	—	—	EnduranceDiscount_Boost, kRecharge_Boost, kBuff_Defense_Boost	Toggle: Self +DEF(Smashing, Lethal, Energy), Res(Debuff DEF)
Kinetic Shield creates a harmonic Energy Aura that can deflect physical attacks. Your Defense to Smashing and Lethal attacks is increased as weapons and powers like bullets, blades and punches tend to deflect off the shield. Kinetic Shield also grants you good resistance to Defense Debuffs. The Energy based nature of Kinetic Shield also offers some minimal Defense to Energy attacks. Recharge: Fast										
Power Shield	Toggle	Caster	0.13	1.67	4	Character	—	—	EnduranceDiscount_Boost, kRecharge_Boost, kBuff_Defense_Boost	Toggle: Self +DEF(Fire, Cold, Energy, Negative), Res(Debuff DEF)
This Power Shield creates a Electro-Magnetic shield around you that can deflect non-physical attacks. Your Defense to Fire, Cold, Energy and Negative Energy attacks is increased as these attacks are reflected or refracted off the shield. Power Shield also grants you good resistance to Defense Debuffs. Recharge: Fast										
Entropy Shield	Toggle	Caster	0.13	0.73	10	Character	—	—	EnduranceDiscount_Boost, kRecharge_Boost	Toggle: Self +Res(Knockback, Disorient, Hold, Sleep, Immobilize, Debuff DEF)
Entropy Shield diminishes and dampens the energy of controlling type effects. The shield makes you resistant to Knockback, Disorient, Hold, Sleep, and Immobilization effects, for as long as you can keep this toggle power active. Entropy Shield also grants you good resistance to Defense Debuffs. Recharge: Fast										
Energy Protection	Auto	Caster	0	0.5	0	Character	—	—	Res_Damage_Boost	Auto: Self +Res (Energy, Negative)
You ability to channel energy makes you naturally resistant to Energy and Negative Energy damage. This power is always on and costs no Endurance.										
Repulse	Toggle	Foe	0.39	1.67	20	Sphere	7	—	Recharge_Boost, kEnduranceDiscount_Boost, kKnockback_Boost	Toggle: PBAoE Knockback
This Toggle power creates a field that violently repels nearby foes. Each foe that is repelled costs you additional Endurance. Recharge: Slow										
Energy Drain	Click	Foe	13	2.37	60	Sphere	10	10	EnduranceDiscount_Boost, kRecharge_Boost, kEndurance_Drain_Boost, kRecovery_Boost	PBAoE, Self +End, Foe -End
Energy Drain leeches energy directly from the bodies of all nearby foes, draining their Endurance. Each foe you draw energy from increases your Endurance. If there are no foes within range, you will not gain any Endurance. Recharge: Long										
Conserve Power	Click	Caster	7.8	1.17	600	Character	—	—	EnduranceDiscount_Boost, kRecharge_Boost	Self Endurance Discount
You can focus for a moment to Conserve your Endurance. After activating this power, you expend less Endurance on all other powers for a while. Recharge: Very Long										
Overload	Click	Caster	2.6	3.00	1000	Character	—	—	EnduranceDiscount_Boost, kRecharge_Boost, kBuff_Defense_Boost, kRecovery_Boost, kHeal_Boost,	Self +DEF(All but Psionics), +Recovery, +Max HP, Res(Debuff DEF), +Special
You can Overload your Energy Aura and dramatically improve your defense to all attack types except Psionic Attacks. Overload also grants you high resistance to Defense Debuffs. This Energy Aura is so powerful, that it can even absorb some damage, effectively increasing your Max Hit Points, However, when Overload wears off, you are left drained of all Endurance and unable to Recover Endurance for a while. Recharge: Slow										

NINJITSU

POWER NAME	ACTIVATION TYPE	WHO?	END COST	CAST TIME	RECHARGE TIME	EFFECT AREA	RADIUS	MAX # OF TARGETS	ENH TYPES	POWER TYPE
Hide	Toggle	Caster	0.13	0.73	20	Character	—	—	EnduranceDiscount_Boost, kRecharge_Boost, kBuff_Defense_Boost	Toggle: Self Stealth, +DEF(Melee, Ranged, AoE)
Hide makes you almost impossible to detect. When properly 'Hidden", a Stalker can pull off Critical hits with his attacks, and even land a massive 'Assassins Strike' with an Assassins power. When you attack or are damaged while using this power, you will be discovered. Even if discovered, you are hard to see and retain some bonus to Defense. Unlike most stealth powers, Hide can be used at the same time as other Concealment powers, giving you even greater stealth capability. Very low Endurance cost.										
Ninja Reflexes	Toggle	Caster	0.13	1.53	4	Character	—	—	EnduranceDiscount_Boost, kRecharge_Boost, kBuff_Defense_Boost	Toggle: Self +DEF(Melee), Res(Debuff DEF)
Activating your Ninja Reflexes enables you to be more evasive to melee attacks. This will increase your Defense versus melee as long as it is active. Ninja Reflexes also grants you resistance to Defense Debuffs. Recharge: Fast										
Danger Sense	Toggle	Caster	0.182	0.83	4	Character	—	—	EnduranceDiscount_Boost, kRecharge_Boost, kBuff_Defense_Boost	Toggle: Self +DEF(Ranged, AoE), +Perception, Res(Debuff DEF)
You become more evasive against ranged and area attacks while you have Danger Sense activated. This will increase your Defense versus ranged and Area of Effect attacks as long as it is active. Your Danger Sense also allow you to perceive stealthy foes and resist Defense Debuffs. Recharge: Fast										





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NINJITSU CONT.

POWER NAME	ACTIVATION TYPE	WHO?	END COST	CAST TIME	RECHARGE TIME	EFFECT AREA	RADIUS	MAX # OF TARGETS	ENH TYPES	POWER TYPE
Caltrops	Click	Caster	7.8	1.07	45	Location	—	—	Recharge_Boost, kEnduranceDiscount_Boost, kRange_Boost, kDamage_Boost, kSlow_Boost	Ranged (Location AoE), Minor DoT(Lethal), Foe -Speed
You toss a handful of Caltrops at a targeted location and spread the tiny metal spikes over a large area. Any enemy that passes over the Caltrops will be forced to move at a slower rate. They will also take some trivial Lethal damage over time. Damage: Minor(DoT), Recharge: Slow										
Kuji-In Rin	Click	Caster	10.4	1.83	200	Character	—	—	EnduranceDiscount_Boost, kRecharge_Boost	Self +Res(Disorient, Hold, Sleep, Immobilize, Confuse, Fear, Psionics)
Kuji-In Rin is the strength of mind and body. By focusing your power on this exercise, you gain a resistance to Disorient, Hold, Sleep, Immobilization, Confusion, and fear, as well as resistance to Psionic damage for a few minutes. Recharge: Very Long										
Kuji-In Sha	Click	Caster	10.4	1	60	Character	—	—	EnduranceDiscount_Boost, kRecharge_Boost, kHeal_Boost, kRes_Damage_Boost	Self Heal, Res(Toxic)
Kuji-In Sha invokes the power of Sha, or healing. Focusing your inner power, you can heal your body of its wounds and leave yourself resistant to the effects of Toxic damage for a while. Recharge: Long										
Smoke Flash	Click	Foe	2.6	1.83	120	Sphere	20	10	Accuracy_Boost, kRecharge_Boost	PBAoE, Foe Placate
You throw a smoke bomb at your feet. The resulting flash of light and smoke can briefly distract your foes and Placate them so they can no longer find or target you. Combined with Hide, Smoke Flash is the perfect distraction to get out of a bad situation. Recharge: Very Long										
Blinding Powder	Click	Foe	7.8	1.07	120	Cone	25	10	Accuracy_Boost, kRecharge_Boost, kEnduranceDiscount_Boost, kDebuff_ToHit_Boost, kConfuse_Boost	Ranged (Cone), Foe -ACC, Sleep, Confuse, -Perception
You throw a handful of Blinding powder in a wide arc at your foes. Most foes will blinded, and unable to see. Some affected targets may be overcome by the powder that they may start attacking their own allies. If you attack the blinded foes, they will be alerted to your presence, but will continue to suffer a penalty to Accuracy. Recharge: Very Long										
Kuji-In Retsu	Click	Caster	2.6	1.83	1000	Character	—	—	EnduranceDiscount_Boost, kRecharge_Boost, kBuff_Defense_Boost, kSpeedRunning_Boost, kRecovery_Boost	Self +DEF, + SPD, +Recovery, Res(Debuff DEF), +Special
Kuji-In Retsu is the mastery of space and time. Focusing your power on Retsu enables you to control your own time to easily defeat your foes. Mastery of this power enables you to avoid almost any attack, be it ranged, melee, or area effect. Your running speed, jumping height and Endurance Recovery are also increased. Retsu also grants you high resistance to Defense Debuffs. When Retsu wears off, you are left drained of all Endurance and unable to Recover Endurance for a while. Recharge: Slow										

REGENERATION

POWER NAME	ACTIVATION TYPE	WHO?	END COST	CAST TIME	RECHARGE TIME	EFFECT AREA	RADIUS	MAX # OF TARGETS	ENH TYPES	POWER TYPE
Hide	Toggle	Caster	0.13	0.73	20	Character	—	—	EnduranceDiscount_Boost, kRecharge_Boost, kBuff_Defense_Boost	Toggle: Self Stealth, +DEF(Melee, Ranged, AoE)
Hide makes you almost impossible to detect. When properly 'Hidden", a Stalker can pull off Critical hits with his attacks, and even land a massive 'Assassins Strike' with an Assassins power. When you attack or are damaged while using this power, you will be discovered. Even if discovered, you are hard to see and retain some bonus to Defense. Unlike most stealth powers, Hide can be used at the same time as other Concealment powers, giving you even greater stealth capability. Very low Endurance cost.										
Fast Healing	Auto	Caster	0	0		Character	—	—	Heal_Boost	Auto: Self +Regeneration
You heal Hit Points at a faster rate than normal. This power is always on.										
Reconstruction	Click	Caster	10.4	0.73	60	Character	—	—	EnduranceDiscount_Boost, kRecharge_Boost, kHeal_Boost, kRes_Damage_Boost	Self Heal, Res(Toxic)
Through perfect control of your body, you can concentrate for a few moments and heal yourself. The effects of Reconstruction also leaves you resistant to Toxic damage for a while. Recharge: Long										
Dull Pain	Click	Caster	10.4	0.73	360	Character	—	—	EnduranceDiscount_Boost, kRecharge_Boost, kHeal_Boost	Self +Max HP
Using ancient techniques, you can make yourself more resilient to pain. Thus, you can take more damage before being defeated. When you activate this power you will increase your maximum Hit Points for a couple of minutes. Recharge: Very Long										
Integration	Toggle	Caster	0.13	3.1	10	Character	—	—	EnduranceDiscount_Boost, kRecharge_Boost, kHeal_Boost	Toggle: Self +Res(Knockback, Disorient, Hold, Sleep, Immobilize), +Regeneration
You can Integrate your mind and body, making you resistant to Knockback, Disorient, Hold, Sleep, and Immobilization effects, as well as increase your regeneration rate, for as long as you can keep this toggle power active. Recharge: Fast										
Resilience	Auto	Caster	0	0	0	Character	—	—	Res_Damage_Boost	Auto: Self +Res(Disorient, Smash, Lethal, Toxic)
You are more Resilient. This power allows you to build up a resistance to Disorientation effects. You tend not to get Disoriented, and if you do, it wears off quickly. This resistance to Disorientation gets stronger as you go up in level. Resilience also grants some resistance to Smashing, Lethal and Toxic damage. This power is always on.										
Instant Healing	Click	Caster	10.4	1.17	650	Character	—	—	Recharge_Boost, kEnduranceDiscount_Boost, kHeal_Boost	Click: Self +Regeneration
When you activate this power, you can regenerate your health at an astounding rate. This boost to you Regeneration Rate lasts about a minute and takes a long time to recharge once used. Recharge: Long										

REGENERATION CONT.

POWER NAME	ACTIVATION TYPE	WHO?	END COST	CAST TIME	RECHARGE TIME	EFFECT AREA	RADIUS	MAX # OF TARGETS	ENH TYPES	POWER TYPE
Revive	Click	Caster	0	4.33	300	Character	—	—	Recharge_Boost, kHeal_Boost, kRecovery_Boost	Self Rez
Should you fall in battle, you can Revive yourself from the brink of death. You will revive with most of your Hit Points and half your Endurance and be protected from XP Debt for 90 seconds. Recharge: Very Long										
Moment of Glory	Click	Caster	2.6	2.57	1000	Character	—	—	EnduranceDiscount_Boost, kRecharge_Boost, kBuff_Defense_Boost, kRes_Damage_Boost, kRecovery_Boost	Self +Res(All DMG but Psionics), +Recovery, +HP
When you activate this power, you lose almost all of your Hit Points and can no longer Regenerate Hit Points, However, you become Resistant to all damage types except Psionics, recover Endurance more quickly, and are highly resistant to Sleep, Disorient, Immobilization, and Hold effects. After Moment of Glory wears off, you will not be able to Regenerate Hit Points for a short while. Recharge: Very Long										

SUPER REFLEXES

POWER NAME	ACTIVATION TYPE	WHO?	END COST	CAST TIME	RECHARGE TIME	EFFECT AREA	RADIUS	MAX # OF TARGETS	ENH TYPES	POWER TYPE
Hide	Toggle	Caster	0.13	0.73	20	Character	—	—	EnduranceDiscount_Boost, kRecharge_Boost, kBuff_Defense_Boost	Toggle: Self Stealth, +DEF(Melee, Ranged, AoE)
Hide makes you almost impossible to detect. When properly 'Hidden", a Stalker can pull off Critical hits with his attacks, and even land a massive 'Assassins Strike' with an Assassins power. When you attack or are damaged while using this power, you will be discovered. Even if discovered, you are hard to see and retain some bonus to Defense. Unlike most stealth powers, Hide can be used at the same time as other Concealment powers, giving you even greater stealth capability. Very low Endurance cost.										
Focused Fighting	Toggle	Caster	0.13	0.67	4	Character	—	—	EnduranceDiscount_Boost, kRecharge_Boost, kBuff_Defense_Boost	Toggle: Self +DEF(Melee), Res(Confuse, Debuff DEF)
You become more evasive to melee attacks while you have Focused Fighting activated. This will increase your Defense versus melee as long as it is active. Your Focus also offers you resistance to Confuse effects and Debuffs to Defense. Recharge: Fast										
Focused Senses	Toggle	Caster	0.13	2.03	4	Character	—	—	EnduranceDiscount_Boost, kRecharge_Boost, kBuff_Defense_Boost	Toggle: Self +DEF(Ranged), +Perception, Res(Debuff DEF)
You become more evasive against ranged attacks while you have Focused Senses activated. This will increase your Defense versus ranged attacks as long as it is active. Your Improved Senses also allow you to perceive stealthy foes as well as resist Defense Debuffs. Recharge: Fast										
Agile	Auto	Caster	0	0	0	Character	—	—	Buff_Defense_Boost	Auto: Self +DEF(Ranged), Res(Debuff DEF), Res(Damage, Special)
You become innately more Agile, and are able to naturally avoid some ranged attacks and resist Defense Debuffs. Your Agility also grants you minor Damage Resistance to all damage except Toxic and Psionic. This Damage Resistance is only available as you loose Health but it improves as your HP declines. This power is always on, and will permanently increase your Defense versus ranged attacks.										
Practiced Brawler	Click	Caster	10.4	1.53	200	Character	—	—	EnduranceDiscount_Boost, kRecharge_Boost	Self +Res(Knockback, Disorient, Hold, Sleep, Immobilize)
Your training has allowed you to become a Practiced Brawler, tuning you into a perfect fighting machine. You gain a resistance to Knockback, Disorient, Hold, Sleep, and Immobilization powers for a short duration. Recharge: Very Long										
Dodge	Auto	Caster	0	0	0	Character	—	—	Buff_Defense_Boost	Auto: Self +DEF(Melee), Res(Debuff DEF), Res(Damage, Special)
You have the ability to innately Dodge some melee attacks and you resist Defense Debuffs. Dodge also grants you minor Damage Resistance to all damage except Toxic and Psionic. This Damage Resistance is only available as you loose Health but it improves as your HP declines. This power is always on, and will permanently increase your Defense versus melee attacks.										
Quickness	Auto	Caster	0.13	0.00	0	Character	—	—	SpeedRunning_Boost	Auto: Self +Recharge, +SPD, Res (Slow)
Your Quick reflexes allow you to move faster than normal, as well as resist slow effects. This power is always on and permanently increases your attack rate and movement speed.										
Evasion	Toggle	Caster	0.13	3	4	Character	—	—	EnduranceDiscount_Boost, kRecharge_Boost, kBuff_Defense_Boost	Toggle: Self +DEF(vs. AoE), Res(Debuff DEF)
You are Evasive against area effect and cone shaped attacks. This power increases your Defense versus such attacks as long as it is active. Evasion also helps you resist Defense Debuffs. Recharge: Fast										
Elude	Click	Caster	2.6	2.00	1000	Character	—	—	EnduranceDiscount_Boost, kRecharge_Boost, kBuff_Defense_Boost, kSpeedRunning_Boost, kRecovery_Boost	Self +DEF, + SPD, +Recovery, Res(Debuff DEF), +Special
You can improve your reflexes, making yourself so quick you can Elude almost any attack, be it ranged, melee, or area effect. Your running speed and jumping height and Endurance Recovery are also increased. Elude also grants you high resistance to Defense Debuffs. When Elude wears off, you are left drained of all Endurance and unable to Recover Endurance for a while. Recharge: Slow										

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THE BRUTE

BRUTE SMASH!!

Primary Power Set: Defense
Secondary Power Set: Melee

It's all about the Fury, baby.

Brutes get Fury from taking hits and dishing them out. Fury multiplies the damage you do. That means the longer you stay in a fight the more damage you'll do—assuming you live through it, of course.

And that's where the danger of a Brute comes in. Let's be very clear here: Brutes are *not* Tankers. Those who have played *City of Heroes* damage-absorbing meat-shields often make the mistake of thinking Brutes are equivalent to Tankers. It's flat-out untrue. Brutes can't take near as much damage as a Tanker. What they *can* do, however, is dish out a whole lot more damage.

Clearly then, the best defense for a Brute is a good offense.

That doesn't mean you can't take a few hits. Brutes can definitely take more punishment than other Archetypes, but if they try to hold too much aggro, they'll quickly learn the error of their ways—from a hospital bed.

Their relative toughness, and ability to dish out punishment once they get good and riled, makes them great for tying up particular foes when working in groups. They're also good at solo play as long as they learn to work the little guys first, then move on to Lieutenants and Bosses once they've built up their Fury.

In PvP situations the Brute isn't ideal because you'll have a hard time using your aggro control ability against large groups of enemies (this isn't so true if you're taking on tasks in Siren's Call, however).



BRUTE PROS

- Brutes can handle a fair amount of abuse, and if properly managed, can spin that pain into some righteous anger, taking down even tough foes quickly if they've built up their Fury.
- Brutes are great for handling mobs, as all the little fish just make him stronger and tougher the longer the fight goes on.

BRUTE CONS

- Brutes are often mistaken for Tankers. Repeat after us: Brutes are NOT Tankers. They cannot take the same kind of punishment. But they more than make up for their "glass jaws" by dishing out more pain and suffering once their rage kicks in.
- They require methodical playing; using minions and lesser foes to build their Fury and work their way up to tougher foes in a mob.
- Maintaining Fury is the Brute's greatest strength—and his greatest weakness as he quickly moves from one fight to the next to keep his rage up. This can sometimes get his allies in trouble if they're not ready.
- As with Stalkers, Brutes are fully geared toward melee combat—this means no ranged attacks.

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BRUTE SAMPLE BUILD

BUILDING A STONE MELEE—FIERY AURA BRUTE

Brutes are the "Archetypes of Anger." They just want to smash things and keep on smashing. Their Fury system grants greater attack damage the more they attack or are being attacked, hence it encourages a sort of frenzied fighter mentality. This sample build gives you a fun Brute to break your enemies. What better way to smash than with a big stone mallet? After which you light them on fire and burn them to a crisp.

Primary Powers—Melee: Stone Melee
Secondary Powers—Defense: Fiery Aura

DEFAULT ABILITIES

Level 1
Free Default Ability: Brawl
Slot: Damage
Free Default Ability: Sprint
Slot: Run Speed

Level 2
Free Default Ability: Rest
Slot: Recharge Reduction

POWERS

Level 1
New Primary Power: Stone Mallet
Slot: Accuracy
New Secondary Power: Blazing Aura
Slot: Damage

Level 2
New Primary Power: Heavy Mallet
Slot: Accuracy

Level 3
Two Additional Slots
Stone Mallet: Damage
Heavy Mallet: Recharge Reduction

Level 4
New Secondary Power: Healing Flames
Slot: Recharge Reduction

Level 5
Two Additional Slots
Heavy Mallet: Damage
Healing Flames: Heal

Level 6
New Speed Power: Hasten
Slot: Recharge Reduction

Level 7
Two Additional Slots
Hasten: Recharge Reduction (2x)

Level 8
New Primary Power: Fault
Slot: Recharge Reduction

Level 9
Two Additional Slots
Hasten: Recharge Reduction (2x)

Level 10
New Secondary Power: Consume
Slot: Recharge Reduction

Level 11
Two Additional Slots
Hasten: Recharge Reduction
Consume: Recharge Reduction

Level 12
New Fitness Power: Hurdle
Slot: Jump

Level 13
Two Additional Slots
Stone Mallet: Damage
Heavy Mallet: Damage

Level 14
New Speed Power: Super Speed
Slot: Run Speed

Level 15
Two Additional Slots
Healing Flames: Heal
Consume: Recharge Reduction

Level 16
New Presence Power: Provoke
Slot: Taunt Duration

Level 17
Two Additional Slots
Consume: Recharge Reduction
Provoke: Recharge Reduction

Level 18
New Secondary Power: Burn
Slot: Recharge Reduction

Level 19
Two Additional Slots
Stone Mallet: Damage
Burn: Recharge Reduction

Level 20
New Fitness Power: Health
Slot: Heal

Level 21
Two Additional Slots
Burn: Recharge Reduction
Burn: Damage

Level 22
New Fitness Power: Stamina
Slot: Endurance Recovery

Level 23
Two Additional Slots
Stamina: Endurance Recovery (2x)

Level 24
New Presence Power: Intimidate
Slot: Fear Duration

Level 25
Two Additional Slots
Stamina: Endurance Recovery (2x)

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LEVELING AND HUNTING STRATEGIES

SOLO

Levels 1–10

Let the smashing begin! This Archetype is called a Brute for good reason; they were made to break things, over and over again. Armed with your giant Stone Mallet and Blazing Aura, you can hunt same-level foes around Mercy Isle or take on some of Kalinda's missions.

If you want to level fast, go street sweeping far away from other players. The reason is the Fury system. Brutes are given a damage bonus the longer they remain in combat. As they are being attacked and are attacking something, they fill up their Fury bar. The more Fury they accumulate the more damage they deal. It's quite a vicious cycle that encourages Brutes to go from one group of foes to another, endlessly smashing up enemies without rest, until they are too low on hit points or have no endurance left. At these early levels, with the Fury bonus, both of your mallet strikes can potentially down foes with one shot.

To truly take advantage of Fury, make sure you pack some Heal and Respite Inspirations to minimize downtime. You also have Healing Flames to help minimize downtime.

Use Hasten as often as you can in combat to greatly increase your attack rate. The more you swing, the more Fury you gain. The more Fury, the more damage; the more damage, the more foes you fight, and the more foes you fight, the more Fury you gain. It never ends. Also, use Fault as an emergency button to temporarily knock down your enemies if things start to get dicey.

Levels 11–20

At this level, you get Provoke and Burn. This build chooses Provoke over Taunt so you can take Invoke Panic. For now, Provoke and Burn suffice to help you defeat your enemies. As a Brute, you want to get as much aggro as you can—at least from minions and the like. This helps you build Fury, so Provoke is a perfect power to attract this kind of attention to yourself. Once your enemies close around you, knock them down with Fault and light them up with Burn. Then smash away with your giant hammer for clean up.

Levels 21–30

With Provoke and Invoke Panic, you have an interesting combo. You can gather multiple foes around you with Provoke, then paralyze them with fear, then light them up with Burn. While the fear wears off, you can knock them down with Fault and pick them off with your mallet. It is also good to fight with the Leadership powers on as they will greatly boost your effectiveness.

Levels 31–40

Seismic Smash is the finisher to your rampage. You can gather your enemies, scare them with Invoke Panic, set them ablaze, and then knock them down with Fault. As they get up, smash them again with Seismic Smash. You'll most likely leave your opposition as finely ground dust by the time you're done with them.

At these high levels, it's important to beware of holds and disorienting attacks. Plasma Shield and Fire Shield will help you resist these a little, so know which enemies you need to have them on for.

DUOS

We recommend the following partners in order of descending preference.

LEVELS 1–20

1. **Stalker/Corruptor:** This is a good pairing for fast and efficient street sweeping. You charge in and take all of the aggro from the minions while your buddy softens up the big bads. Then you rush in with your Fury up and finish them off.
2. **Dominator:** Another good match. Let the Dominator keep the Bosses and Lieutenants off you while you build your Fury, then charge in and let 'er rip.
3. **Mastermind:** Be careful when pairing with Masterminds—their pets may scatter aggro from you and reduce your efficiency. Your best bet is to wait until they're tying up the Bosses, giving you time to build up Fury.

LEVELS 21–40

1. **Stalker/Corruptor:** More of the same, but you both bring better tricks.
2. **Dominator:** Dominators come into their own in the late game, with more attacks and better buffs and crowd control. They definitely complement your rampage and give you plenty of time to smash.
3. **Mastermind:** By the late levels, teaming with a Mastermind is chaotic. There are so many pets running around, you won't be able to center the aggro around yourself. If you just want to pick guys off the edges though, this is a great pairing for you.

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POWER SETS

PRIMARY POWERS

DARK MELEE

POWER NAME	ACTIVATION TYPE	WHO?	END COST	CAST TIME	RECHARGE TIME	EFFECT AREA	RADIUS	MAX # OF TARGETS	ENH TYPES	POWER TYPE
Shadow Punch	Click	Foe	4.368	0.57	3	Character	—	—	Accuracy_Boost, kDamage_Boost, kRecharge_Boost, kEnduranceDiscount_Boost, kDebuff_ToHit_Boost, kTaunt_Boost	Melee, Minor DMG (Smash/Negative), Foe -ACC
You wrap your fists with Negative Energy channeled from the Netherworlds, then perform a quick punch that deals minor damage. Shadow Punches cloud the target's vision, lowering his Accuracy for a short time. Damage: Minor, Recharge: Fast										
Smite	Click	Foe	6.864	0.97	6	Character	—	—	Accuracy_Boost, kDamage_Boost, kRecharge_Boost, kEnduranceDiscount_Boost, kDebuff_ToHit_Boost, kTaunt_Boost	Melee, Moderate DMG (Smash/Negative), Foe -ACC
You wrap your fists with Negative Energy channeled from the Netherworlds, then perform a Smite that deals more damage than Shadow Punch, but has a longer recharge time. Smite clouds the target's vision, lowering his Accuracy for a short time. Damage: Moderate, Recharge: Moderate										
Shadow Maul	Click	Foe	8.528	3.07	8	Cone	5	5	Accuracy_Boost, kDamage_Boost, kRecharge_Boost, kEnduranceDiscount_Boost, kDebuff_ToHit_Boost, kTaunt_Boost	Melee (Cone), High DoT(Smash/Negative), Foe -ACC
You wrap your entire arms with Negative Energy channeled from the Netherworlds, then perform a series of blows that deal a lot of damage over a short period of time to multiple targets in front of you. These blows cloud your target's vision, lowering his Accuracy for a short time. Damage: High(DoT), Recharge: Moderate										
Touch of Fear	Click	Foe	8.528	1.17	8	Character	—	—	Accuracy_Boost, kRecharge_Boost, kEnduranceDiscount_Boost, kDebuff_ToHit_Boost, kFear_Boost	Melee Fear, Foe -ACC
The Netherworld is one scary place, and with but a touch, you can give your enemy a glimpse into this dark world. This will cause them to helplessly tremble in Fear. Foes in this state of panic have reduced Accuracy. Recharge: Moderate										
Siphon Life	Click	Foe	11.96	1.93	15	Character	—	—	Accuracy_Boost, kDamage_Boost, kRecharge_Boost, kEnduranceDiscount_Boost, kDebuff_ToHit_Boost, kHeal_Boost, kTaunt_Boost	Melee, Moderate DMG(Negative), Foe -ACC, Self +HP
You tap the power of the Netherworld and create a life transferring conduit between a foe and yourself. This will transfer Hit Points from your enemy to yourself. Foes Siphoned in this manner have their Accuracy reduced. Damage: Moderate, Recharge: Slow										
Taunt	Click	Foe	0	1.67	10	Sphere	15	5	Range_Boost, kTaunt_Boost, kRecharge_Boost	Ranged (Targeted AoE), Foe Taunt
Taunt foes to attack you. Useful to pull enemies off allies and keep them attacking you to raise your Fury. Recharge: Fast										
Dark Consumption	Click	Foe	0.52	1.03	180	Sphere	8	10	Accuracy_Boost, kDamage_Boost, kRecharge_Boost, kRecovery_Boost, kTaunt_Boost	PBAoE Moderate DMG(Negative), Self +End
The dark power of the Netherworld allows you to tap the essence of your foe's soul and transfer it to yourself. This will drain the Hit Points of your enemy and add to your Endurance. Damage: Moderate, Recharge: Very Long										
Soul Drain	Click	Foe	15.6	2.37	120	Sphere	10	7	Accuracy_Boost, kDamage_Boost, kRecharge_Boost, kEnduranceDiscount_Boost, kBuff_ToHit_Boost, kTaunt_Boost	PBAoE Moderate DMG(Negative), Self +DMG, +ACC
Using this power, you can drain the essence of all nearby foes' souls, thus increasing your own strength. Each affected foe will lose some Hit Points and add to your Damage and Accuracy. Damage: Moderate, Recharge: Very Long										
Midnight Grasp	Click	Foe	11.96	2.07	15	Character	—	—	Accuracy_Boost, kDamage_Boost, kRecharge_Boost, kEnduranceDiscount_Boost, kDebuff_ToHit_Boost, kImmobilized_Boost, kTaunt_Boost	Melee, Superior DMG(Negative), Foe Immobilize, -ACC
Mastery over the forces of the Netherworld allows you to create dark tentacles that can Immobilize a foe and continuously drain his life force. Damage: Superior(DoT), Recharge: Slow										

ENERGY MELEE

POWER NAME	ACTIVATION TYPE	WHO?	END COST	CAST TIME	RECHARGE TIME	EFFECT AREA	RADIUS	MAX # OF TARGETS	ENH TYPES	POWER TYPE
Barrage	Click	Foe	3.536	1.33	2	Character	—	—	Accuracy_Boost, kDamage_Boost, kEnduranceDiscount_Boost, kStunned_Boost, kRecharge_Boost, kTaunt_Boost	Melee, Minor DMG(Smash/Energy), Foe Disorient
You perform a quick punch that deals minor damage. Coupled with other energy punches, Barrage can Disorient a foe. Damage: Minor, Recharge: Very Fast										
Energy Punch	Click	Foe	5.2	0.57	4	Character	—	—	Accuracy_Boost, kDamage_Boost, kRecharge_Boost, kEnduranceDiscount_Boost, kStunned_Boost, kTaunt_Boost	Melee, Moderate DMG(Smash/Energy), Foe Disorient
You perform a powerful Energy Punch that deals moderate damage. When used with other Energy Melee attacks, Energy Punch can Disorient your opponent. Damage: Moderate, Recharge: Fast										
Bone Smasher	Click	Foe	8.528	1.5	8	Character	—	—	Accuracy_Boost, kDamage_Boost, kRecharge_Boost, kEnduranceDiscount_Boost, kStunned_Boost, kTaunt_Boost	Melee, High DMG(Smash/Energy), Disorient
A Bone Smasher attack can be slow, but it compensates by dealing a good amount of damage and having a better chance to Disorient than Energy Punch. Damage: High, Recharge: Moderate										
Build Up	Click	Caster	5.2	1.17	90	Character	—	—	EnduranceDiscount_Boost, kRecharge_Boost, kBuff_ToHit_Boost	Self +DMG, +ACC
Greatly increases the amount of damage you deal for a few seconds, as well as slightly increasing your Accuracy. Recharge: Long										

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ENERGY MELEE

POWER NAME	ACTIVATION TYPE	WHO?	END COST	CAST TIME	RECHARGE TIME	EFFECT AREA	RADIUS	MAX # OF TARGETS	ENH TYPES	POWER TYPE
Whirling Hands	Click	Foe	13	1.67	14	Sphere	8	10	Accuracy_Boost, kDamage_Boost, kRecharge_Boost, kEnduranceDiscount_Boost, kStunned_Boost, kTaunt_Boost	PBAoE Melee, Moderate DMG(Smash/Energy)
By focusing your energy into the muscles in your arms, you can launch a dizzying flurry of attacks against every foe in melee range. Some foes may be hit hard enough to be Disoriented as well. Damage: Moderate, Recharge: Slow										
Taunt	Click	Foe	0	2.67	10	Sphere	15	5	Range_Boost, kTaunt_Boost, kRecharge_Boost	Ranged (Targeted AoE), Foe Taunt
Taunt foes to attack you. Useful to pull enemies off allies and keep them attacking you to raise your Fury. Recharge: Fast										
Total Focus	Click	Foe	18.512	3.3	20	Character	—	—	Accuracy_Boost, kDamage_Boost, kRecharge_Boost, kEnduranceDiscount_Boost, kStunned_Boost, kTaunt_Boost	Melee, Extreme DMG(Energy/Smash), Foe Disorient
Total Focus is complete mastery over Energy Melee. This is a very slow, but incredibly devastating attack that can knock out most opponents, leaving them Disoriented. Due to the exhausting nature of Total Focus, recharge time is very long. Damage: Extreme, Recharge: Long										
Stun	Click	Foe	10.192	1.8	20	Character	—	—	Accuracy_Boost, kDamage_Boost, kRecharge_Boost, kEnduranceDiscount_Boost, kStunned_Boost, kTaunt_Boost	Melee Disorient
By focusing your internal energy on your fists, you can turn them into personal tasers. This Stun attack deals minor damage, but has the best chance to Disorient a target. Damage: Minor, Recharge: Slow										
Energy Transfer	Click	Foe	10.192	1	20	Character	—	—	Accuracy_Boost, kDamage_Boost, kRecharge_Boost, kEnduranceDiscount_Boost, kTaunt_Boost	Melee, Extreme DMG(Energy/Smash), Foe Disorient, Self +HP
Mastery of Energy Melee begins with the ability to transfer your own Hit Points into a punch that deals extreme damage. Energy Transfer has a good chance of Disorienting the target. Damage: Extreme, Recharge: Slow										

FIERY MELEE

POWER NAME	ACTIVATION TYPE	WHO?	END COST	CAST TIME	RECHARGE TIME	EFFECT AREA	RADIUS	MAX # OF TARGETS	ENH TYPES	POWER TYPE
Scorch	Click	Foe	4.368	1.67	3	Character	—	—	Accuracy_Boost, kDamage_Boost, kEnduranceDiscount_Boost, kRecharge_Boost, kTaunt_Boost	Melee, Minor DMG(Fire)
This power engulfs your hands in flames, and can ignite the target of your Scorching attack. Once on fire, the target will suffer damage over time. Damage: Minor, Recharge: Fast										
Fire Sword	Click	Foe	6.864	1.83	6	Character	—	—	Accuracy_Boost, kDamage_Boost, kEnduranceDiscount_Boost, kRecharge_Boost, kTaunt_Boost	Melee, Moderate DMG(Fire/Lethal)
Through concentration, you can create a Sword of Fire that sets foes ablaze. Successful attacks from the Fire Sword will ignite your target, dealing damage over time. Damage: Moderate, Recharge: Moderate										
Combustion	Click	Foe	8.528	1.5	8	Character	—	—	Accuracy_Boost, kDamage_Boost, kRecharge_Boost, kEnduranceDiscount_Boost, kTaunt_Boost	Melee, High DMG(Smash/Fire), Knockback
A slow but devastating attack. Cremate clobbers your foes with a massive 2 handed fiery smash that leaves your foe set on fire. Damage: High, Recharge: Moderate										
Build Up	Click	Caster	5.2	1.17	90	Character	—	—	EnduranceDiscount_Boost, kRecharge_Boost, kBuff_ToHit_Boost	Self +DMG, +ACC
Greatly increases the amount of damage you deal for a few seconds, as well as slightly increasing your Accuracy. Recharge: Long										
Incinerate	Click	Foe	6.864	1.67	10	Character	—	—	Accuracy_Boost, kDamage_Boost, kRecharge_Boost, kEnduranceDiscount_Boost, kTaunt_Boost	Melee, High DoT(Fire)
Intense concentration can allow you to Incinerate an opponent. This will set your foe ablaze, dealing very high damage over a short time. Damage: High(DoT), Recharge: Slow										
Taunt	Click	Foe	0	2.67	10	Sphere	15	5	Range_Boost, kTaunt_Boost, kRecharge_Boost	Ranged (Targeted AoE), Foe Taunt
Taunt foes to attack you. Useful to pull enemies off allies and keep them attacking you to raise your Fury. Recharge: Fast										
Breath of Fire	Click	Foe	10.192	2.67	10	Cone	15	10	Accuracy_Boost, kDamage_Boost, kRecharge_Boost, kEnduranceDiscount_Boost, kRange_Boost, kTaunt_Boost	Close (Cone) Moderate DoT(Fire)
This allows you to spew forth fire from your mouth, burning all foes within its narrow cone. This is a very accurate attack that can deal good damage at a close range. Damage: Moderate(DoT), Recharge: Slow										
Fire Sword Circle	Click	Foe	18.512	4.17	20	Sphere	10	10	Accuracy_Boost, kDamage_Boost, kRecharge_Boost, kEnduranceDiscount_Boost, kTaunt_Boost	PBAoE Melee, Moderate DMG(Fire/Lethal)
Mastery of your Fire Sword has enabled you to make an attack on every foe within melee distance. This will slash and burn your enemies, dealing moderate damage and setting them ablaze. Damage: Moderate, Recharge: Slow										
Greater Fire Sword	Click	Foe	12.688	2.87	12	Character	—	—	Accuracy_Boost, kDamage_Boost, kRecharge_Boost, kEnduranceDiscount_Boost, kTaunt_Boost	Melee, Superior DMG(Fire/Lethal)
Your mastery of fire allows you to create an enhanced Sword of Fire that can set foes ablaze. Successful attacks from the Greater Fire Sword will ignite your target, dealing damage over time. Damage: Superior, Recharge: Slow										

STONE MELEE

POWER NAME	ACTIVATION TYPE	WHO?	END COST	CAST TIME	RECHARGE TIME	EFFECT AREA	RADIUS	MAX # OF TARGETS	ENH TYPES	POWER TYPE
Stone Fist	Click	Foe	5.2	0.57	4	Character	—	—	Accuracy_Boost, kDamage_Boost, kRecharge_Boost, kEnduranceDiscount_Boost, kStunned_Boost, kTaunt_Boost	Melee Moderate DMG(Smash), Foe Minor Disorient
Your stone covered fists attack swiftly for moderate damage, and may Disorient your opponent. Damage: Moderate, Recharge: Fast										
Stone Mallet	Click	Foe	8.528	1.17	8	Character	—	—	Accuracy_Boost, kDamage_Boost, kEnduranceDiscount_Boost, kKnockback_Boost, kRecharge_Boost, kTaunt_Boost	Melee, High DMG(Smash), Knockback
Your control over the earth allows you to form a mallet of solid stone. This Stone Mallet deals heavy damage, and can knock down weak foes. Damage: High, Recharge: Moderate										
Heavy Mallet	Click	Foe	11.856	1.17	12	Character	—	—	Accuracy_Boost, kDamage_Boost, kRecharge_Boost, kEnduranceDiscount_Boost, kKnockback_Boost, kTaunt_Boost	Melee, Superior DMG(Smash), Knockback
A more impressive form of Stone Mallet, the Heavy Mallet deals more damage, but is slower to swing. It has a greater chance of knocking down opponents. Damage: Superior, Recharge: Slow										
Build Up	Click	Caster	5.2	1.17	90	Character	—	—	EnduranceDiscount_Boost, kRecharge_Boost, kBuff_ToHit_Boost	Self +DMG, +ACC
Greatly increases the amount of damage you deal for a few seconds, as well as slightly increasing your Accuracy. Recharge: Long										
Fault	Click	Foe	10.192	2.1	20	Sphere	15	10	Accuracy_Boost, kRecharge_Boost, kEnduranceDiscount_Boost, kKnockback_Boost, kRange_Boost, kStunned_Boost, kTaunt_Boost	Close (Targeted AoE), Foe Knockback, Disorient
This powerful stomp can cause a seismic disturbance. This will crack the Earth itself and send a Fault towards a targeted foe, throwing him and nearby enemies into the air and possibly Disorienting them. Fault deals no damage on its own. Recharge: Slow										
Taunt	Click	Foe	0	2.67	10	Sphere	15	5	Range_Boost, kTaunt_Boost, kRecharge_Boost	Ranged (Targeted AoE), Foe Taunt
Taunt foes to attack you. Useful to pull enemies off allies and keep them attacking you to raise your Fury. Recharge: Fast										
Seismic Smash	Click	Foe	18.512	1.5	20	Character	—	—	Accuracy_Boost, kDamage_Boost, kRecharge_Boost, kEnduranceDiscount_Boost, kHold_Boost, kTaunt_Boost	Melee, Extreme DMG(Smash), Foe Hold
This massive attack hits with all the force of the Earth itself. It deals tremendous amounts of damage, and may Hold the target if they are not defeated outright. Damage: Extreme, Recharge: Slow										
Hurl Boulder	Click	Foe	9.36	3.83	8	Character	—	—	Accuracy_Boost, kDamage_Boost, kEnduranceDiscount_Boost, kKnockback_Boost, kRange_Boost, kRecharge_Boost, kTaunt_Boost	Ranged, High DMG(Smash), Foe Knockback, -Fly
You are able to tear up a chunk of ground beneath your feet and Hurl it at an enemy. This attack deals moderate damage, and can knock foes back and even drop them out of the air if they are flying. Damage: Moderate, Recharge: Moderate										
Tremor	Click	Foe	13.52	3.3	14	Sphere	15	10	Accuracy_Boost, kDamage_Boost, kRecharge_Boost, kEnduranceDiscount_Boost, kKnockback_Boost, kTaunt_Boost	PBAoE, Moderate DMG(Smash), Knockback
You can cause a localized earthquake immediately around you. This will deal moderate damage to every foe in melee range, while knocking them back. Damage: Moderate, Recharge: Slow										

SUPER STRENGTH

POWER NAME	ACTIVATION TYPE	WHO?	END COST	CAST TIME	RECHARGE TIME	EFFECT AREA	RADIUS	MAX # OF TARGETS	ENH TYPES	POWER TYPE
Jab	Click	Foe	3.536	1.07	2	Character	—	—	Accuracy_Boost, kDamage_Boost, kEnduranceDiscount_Boost, kStunned_Boost, kRecharge_Boost, kTaunt_Boost	Melee, Minor DMG(Smash), Minor Disorient
A quick jab that deals minor damage, but has a chance of Disorienting the target, especially if coupled with other attacks. Damage: Minor, Recharge: Very Fast										
Punch	Click	Foe	5.2	1.2	4	Character	—	—	Accuracy_Boost, kDamage_Boost, kRecharge_Boost, kEnduranceDiscount_Boost, kKnockback_Boost, kTaunt_Boost	Melee, Moderate DMG(Smash), Knockback
Your Super Strength Punch can deal a moderate amount of damage, but most of all can knock your opponent off his feet, unable to attack again until he stands up. Damage: Moderate, Recharge: Fast										
Haymaker	Click	Foe	8.528	1.5	8	Character	—	—	Accuracy_Boost, kDamage_Boost, kRecharge_Boost, kEnduranceDiscount_Boost, kKnockback_Boost, kTaunt_Boost	Melee, High DMG(Smash), Knockback
A slow but devastating attack, the Haymaker has a great chance of knocking your opponent down. Damage: High, Recharge: Moderate										
Hand Clap	Click	Foe	13	1.23	30	Sphere	15	10	Accuracy_Boost, kRecharge_Boost, kEnduranceDiscount_Boost, kStunned_Boost, kKnockback_Boost, kTaunt_Boost	PBAoE, Foe Disorient, Knockback
You can clap your hands together with such force that you create a deafening shockwave. This shockwave can knock back nearby foes, and they have a chance to become Disoriented due to the shock to the inner ear. Hand Clap deals no damage. Recharge: Slow										

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SUPER STRENGTH

POWER NAME	ACTIVATION TYPE	WHO?	END COST	CAST TIME	RECHARGE TIME	EFFECT AREA	RADIUS	MAX # OF TARGETS	ENH TYPES	POWER TYPE
Knockout Blow	Click	Foe	18.512	2.23	25	Character	—	—	Accuracy_Boost, kDamage_Boost, kRecharge_Boost, kEnduranceDiscount_Boost, kKnockback_Boost, kHold_Boost, kTaunt_Boost	Melee, Extreme DMG(Smash), Foe Hold
You can perform a Knockout Blow on your opponent. This punch does Superior damage, and has a great chance of Holding your target. Damage: Extreme, Recharge: Slow										
Taunt	Click	Foe	0	2.67	10	Sphere	15	5	Range_Boost, kTaunt_Boost, kRecharge_Boost	Ranged (Targeted AoE), Foe Taunt
Taunt foes to attack you. Useful to pull enemies off allies and keep them attacking you to raise your Fury. Recharge: Fast										
Rage	Click	Caster	5.2	1.17	240	Character	—	—	EnduranceDiscount_Boost, kRecharge_Boost, kBuff_ToHit_Boost	Self +DMG, +ACC, Delayed Self(Weaken, Special)
An unconscious Rage comes over you, sending you into a berserker fury. While Raging, your damage and Accuracy is dramatically increased. However, when your Rage subsides, you are left with reduced Defense, drained of some of your Endurance, and unable to attack for a short while. Recharge: Very Long										
Hurl	Click	Foe	9.36	3.83	8	Character	—	—	Accuracy_Boost, kDamage_Boost, kRecharge_Boost, kEnduranceDiscount_Boost, kKnockback_Boost, kRange_Boost, kTaunt_Boost	Ranged, Moderate DMG(Smash), Knockback, -Fly
You are able to tear up a chunk of ground beneath your feet and Hurl it at an enemy. This attack deals moderate damage, and can knock foes back and even drop them out of the air if they are flying. Damage: Moderate, Recharge: Moderate										
Foot Stomp	Click	Foe	18.512	2.1	20	Sphere	15	10	Accuracy_Boost, kDamage_Boost, kRecharge_Boost, kEnduranceDiscount_Boost, kKnockback_Boost, kTaunt_Boost	PBAoE Melee, Moderate DMG(Smash), Knockback
Using your superior leg strength, you can Stomp your foot to the ground, quaking the earth itself. This is a localized attack against everything in melee range. Damage: Moderate, Recharge: Slow										

SECONDARY POWERS

DARK ARMOR

POWER NAME	ACTIVATION TYPE	WHO?	END COST	CAST TIME	RECHARGE TIME	EFFECT AREA	RADIUS	MAX # OF TARGETS	ENH TYPES	POWER TYPE
Dark Embrace	Toggle	Caster	0.104	0.67	4	Character	—	—	EnduranceDiscount_Boost, kRecharge_Boost, kRes_Damage_Boost, kTaunt_Boost	Toggle: Self +Res(Smash, Lethal, Negative, Toxic)
You tap into the energy of the Netherworld to protect yourself from damage. This Dark Embrace shrouds you and grants resistance to Lethal, Smashing, and Negative Energy damage. Recharge: Fast										
Death Shroud	Toggle	Foe	1.04	1.17	4	Sphere	8	10	Accuracy_Boost, kRecharge_Boost, kEnduranceDiscount_Boost, kDamage_Boost	Toggle: PBAoE Minor DoT(Negative)
You become a focus point for the Netherworld, allowing its Negative Energy to seep from your body. This will continuously damage all foes in melee range. Damage: Minor(DoT), Recharge: Fast										
Murky Cloud	Toggle	Caster	0.104	1.17	4	Character	—	—	EnduranceDiscount_Boost, kRecharge_Boost, kRes_Damage_Boost	Toggle: Self +Res(Fire, Cold, Energy, Negative, End Drain)
You create a Murky Cloud enshrouding you. This cloud can absorb all forms of energy, making you more resistant to Fire, Cold, Energy, and Negative Energy attacks, as well as Endurance Drain effects. Recharge: Fast										
Obsidian Shield	Toggle	Caster	0.104	1.17	4	Character	—	—	EnduranceDiscount_Boost, kRecharge_Boost, kRes_Damage_Boost	Toggle: Self +Res(Psionic, Sleep, Hold, Disorient, Fear)
You can create a special Obsidian Shield that grants good resistance to Psionic damage. With your mind enshrouded in darkness you are protected from Sleep, Fear, Hold and Disorient attacks. Recharge: Fast										
Dark Regeneration	Click	Foe	33.8	1.17	30	Sphere	20	10	EnduranceDiscount_Boost, kAccuracy_Boost, kRecharge_Boost, kHeal_Boost, kDamage_Boost	PBAoE Minor DMG(Negative), Self +HP
You can tap the dark essence of the Netherworld to drain a small amount of life from all enemies nearby, thus healing yourself. The more foes affected, the more you will be healed. Damage: Minor, Recharge: Slow										
Cloak of Darkness	Toggle	Caster	0.13	1.17	20	Character	—	—	EnduranceDiscount_Boost, kRecharge_Boost, kBuff_Defense_Boost	Toggle: Self Stealth, +DEF, +Perception, Res (Immobilize)
A shroud of Netherworld darkness envelops you, making you difficult to spot at a distance. You can be seen only at close range, or if you attack a target. Even if seen, the Cloak of Darkness grants you a bonus to Defense to melee and ranged attacks and some protection from Immobilization. This Netherworld Cloak also allows you to see things in a new light, allowing you to better see stealthy foes. Unlike some stealth powers, Cloak of Darkness has no movement penalty. Cloak of Darkness will not work with any other form of Concealment power such as Shadow Fall or Steamy Mist. Recharge: Slow										
Cloak of Fear	Toggle	Foe	2.6	1.17	4	Sphere	8	10	Accuracy_Boost, kRecharge_Boost, kEnduranceDiscount_Boost, kDebuff_ToHit_Boost, kFear_Boost	Toggle: PBAoE Foe Fear, -ACC
You can wrap yourself in a nightmarish Cloak of Fear. Foes close to you are treated to visions most horrific, forcing them to tremble in terror, only attacking if attacked, and even then, at reduced Accuracy. Recharge: Fast										
Oppressive Gloom	Toggle	Foe	0.156	1.17	8	Sphere	8	10	Accuracy_Boost, kRecharge_Boost, kEnduranceDiscount_Boost, kStunned_Boost	Toggle: PBAoE, Foe Disorient, Self -HP
The Netherworld has many mutable properties, such as the Oppressive Gloom. This power allows you to use your own Hit Points to keep enemies near you Disoriented and unable to use any powers. Endurance cost for this is minimal, but the power can be dangerous to use. Recharge: Moderate										
Soul Transfer	Click	Foe	0	1.17	300	Sphere	25	10	Recharge_Boost, kHeal_Boost, kRecovery_Boost, kDamage_Boost, kStunned_Boost	Self Rez, Special
Should you fall in battle, you can perform a Soul Transfer, sucking the life force of all foes around you to bring yourself back from the brink of death. The more foes nearby, the more life is restored to you. Drained foes are left Disoriented. The dark effects of this Soul Transfer will actually leave you invulnerable for a brief time, and protected from XP Debt for 90 seconds. There must be at least one foe nearby to fuel the Transfer and revive yourself. Damage: Moderate, Recharge: Very Long										

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ENERGY AURA

POWER NAME	ACTIVATION TYPE	WHO?	END COST	CAST TIME	RECHARGE TIME	EFFECT AREA	RADIUS	MAX # OF TARGETS	ENH TYPES	POWER TYPE
Kinetic Shield	Toggle	Caster	0.13	0.73	4	Character	—	—	EnduranceDiscount_Boost, kRecharge_Boost, kBuff_Defense_Boost	Toggle: Self +DEF(Smashing, Lethal, Energy), Res(Debuff DEF)
Kinetic Shield creates a harmonic Energy Aura that can deflect physical attacks. Your Defense to Smashing and Lethal attacks is increased as weapons and powers like bullets, blades and punches tend to deflect off the shield. Kinetic Shield also grants you good resistance to Defense Debuffs. The Energy based nature of Kinetic Shield also offers some minimal Defense to Energy attacks. Recharge: Fast										
Dampening Field	Auto	Caster	0	0.5	0	Character	—	—	Res_Damage_Boost	Auto: Self +Res (Smashing, Lethal)
Your body resonates a mild Dampening Field that absorbs kinetic energy from physical weapons. This auto power permanently reduces all incoming Smashing and Lethal damage. This power is always on and costs no Endurance.										
Power Shield	Toggle	Caster	0.13	1.67	4	Character	—	—	EnduranceDiscount_Boost, kRecharge_Boost, kBuff_Defense_Boost	Toggle: Self +DEF(Fire, Cold, Energy, Negative), Res(Debuff DEF)
This Power Shield creates a Electro-Magnetic shield around you that can deflect non-physical attacks. Your Defense to Fire, Cold, Energy and Negative Energy attacks is increased as these attacks are reflected or refracted off the shield. Power Shield also grants you good resistance to Defense Debuffs. Recharge: Fast										
Entropy Shield	Toggle	Caster	0.13	0.73	10	Character	—	—	EnduranceDiscount_Boost, kRecharge_Boost	Toggle: Self +Res(Knockback, Disorient, Hold, Sleep, Immobilize, Debuff DEF)
Entropy Shield diminishes and dampens the energy of controlling type effects. The shield makes you resistant to Knockback, Disorient, Hold, Sleep, and Immobilization effects, for as long as you can keep this toggle power active. Entropy Shield also grants you good resistance to Defense Debuffs. Recharge: Fast										
Energy Protection	Auto	Caster	0	0.5	0	Character	—	—	Res_Damage_Boost	Auto: Self +Res (Energy, Negative)
You ability to channel energy makes you naturally resistant to Energy and Negative Energy damage. This power is always on and costs no Endurance.										
Energy Cloak	Toggle	Caster	0.13	0.73	20	Character	—	—	Recharge_Boost, kEnduranceDiscount_Boost, kBuff_Defense_Boost	Toggle: Self Stealth, +DEF
The Energy Cloak bends light around you so you become partially invisible. While Cloaked you can only be seen at very close range. If you attack while Cloaked, you will be discovered. Even if discovered, you still have a good Defense bonus to all attacks except Psionics. Unlike some stealth powers, the Cloaking Device has no movement penalty. The Energy Cloak will not work with any other form of Concealment powers. Recharge: Slow										
Energy Drain	Click	Foe	13	2.37	60	Sphere	10	10	EnduranceDiscount_Boost, kRecharge_Boost, kEndurance_Drain_Boost, kRecovery_Boost	PBAoE, Self +End, Foe -End
Energy Drain leeches energy directly from the bodies of all nearby foes, draining their Endurance. Each foe you draw energy from increases your Endurance. If there are no foes within range, you will not gain any Endurance. Recharge: Long										
Conserve Power	Click	Caster	7.8	1.17	600	Character	—	—	EnduranceDiscount_Boost, kRecharge_Boost	Self Endurance Discount
You can focus for a moment to Conserve your Endurance. After activating this power, you expend less Endurance on all other powers for a while. Recharge: Very Long										
Overload	Click	Caster	2.6	3.00	1000	Character	—	—	EnduranceDiscount_Boost, kRecharge_Boost, kBuff_Defense_Boost, kRecovery_Boost, kHeal_Boost,	Self +DEF(All but Psionics), +Recovery, +Max HP, Res(Debuff DEF), +Special
You can Overload your Energy Aura and dramatically improve your defense to all attack types except Psionic Attacks. Overload also grants you high resistance to Defense Debuffs. This Energy Aura is so powerful, that it can even absorb some damage, effectively increasing your Max Hit Points, However, when Overload wears off, you are left drained of all Endurance and unable to Recover Endurance for a while. Recharge: Slow										

FIERY AURA

POWER NAME	ACTIVATION TYPE	WHO?	END COST	CAST TIME	RECHARGE TIME	EFFECT AREA	RADIUS	MAX # OF TARGETS	ENH TYPES	POWER TYPE
Fire Shield	Toggle	Caster	0.13	1.67	2	Character	—	—	EnduranceDiscount_Boost, kRecharge_Boost, kRes_Damage_Boost	Toggle: Self +Res(Fire, Lethal, Smash, Cold, Disorient)
While this power is active, Fire Shield gives you good resistance to Lethal, Smashing and Fire damage. Fire Shield also provides minimal resistance to Cold damage as well as protection from Disorient effects. Recharge: Very Fast										
Blazing Aura	Toggle	Foe	1.04	2.03	4	Sphere	8	10	Accuracy_Boost, kRecharge_Boost, kEnduranceDiscount_Boost, kDamage_Boost, kTaunt_Boost	Toggle: PBAoE, Minor DoT(Fire)
While active, you are surrounded by flames that burn all foes that attempt to enter melee range. Damage: Minor(DoT), Recharge: Fast										
Healing Flames	Click	Caster	10.4	3.33	60	Character	—	—	EnduranceDiscount_Boost, kHeal_Boost, kRecharge_Boost, kRes_Damage_Boost	Self Heal, +Res(Toxic)
You can concentrate for a few moments to heal yourself. The power of the flames can also protect you from Toxic Damage for a while. Recharge: Long										
Temperature Protection	Auto	Caster	0	0	0	Character	—	—	Res_Damage_Boost	Auto: Self +Res(Fire, Cold)
Temperature Protection gives you strong resistance to Fire damage, and some resistance to Cold damage as well. This power is always on and costs no Endurance.										

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FIERY AURA

POWER NAME	ACTIVATION TYPE	WHO?	END COST	CAST TIME	RECHARGE TIME	EFFECT AREA	RADIUS	MAX # OF TARGETS	ENH TYPES	POWER TYPE
Plasma Shield	Toggle	Caster	0.13	3.00	2	Character	—	—	EnduranceDiscount_Boost, kRecharge_Boost, kRes_Damage_Boost	Toggle: Self +Res(Energy, Negative, Fire, Hold, Sleep)
While this power is active, you are surrounded by pure plasma. The Plasma Shield gives you resistance to Energy, Negative Energy, and Fire damage. Plasma Shield also gives your protection from Sleep and Hold effects. Recharge: Very Fast										
Consume	Click	Foe	0.52	2.03	180	Sphere	20	10	Accuracy_Boost, kRecharge_Boost, kEnduranceDiscount_Boost, kDamage_Boost, kRecovery_Boost, kTaunt_Boost	PBAoE Fire Dam, Self +End
You can drain body heat from all nearby foes in order to replenish your own Endurance. The more foes affected, the more Endurance is gained. Foes suffer minimal Fire damage. Damage: Minor, Recharge: Very Long										
Burn	Click	Caster	5.2	2.03	10	Character	—	—	EnduranceDiscount_Boost, kRecharge_Boost, kDamage_Boost	Location (PBAoE), Moderate DoT(Fire), Self Res(Immobilize)
You can ignite the ground beneath you, freeing yourself from Immobilization effects. Foes that enter the flames you leave behind will take damage. You must be near the ground to activate this power. Damage: Moderate(DoT), Recharge: Slow										
Fiery Embrace	Click	Caster	7.8	0.73	180	Character	—	—	EnduranceDiscount_Boost, kRecharge_Boost	Self +DMG
Significantly boosts the damage of all your Fire attacks for quite a while. Also increases the damage of all your other non-fire based attacks for a short while. Recharge: Very Long										
Rise of the Phoenix	Click	Caster	0	4.33	300	Location	—	—	Heal_Boost, kRecovery_Boost, kRecharge_Boost, kDamage_Boost, kStunned_Boost	Self Rez, Special
If you are defeated, you can rise from the ashes. The fiery resurrection blasts nearby foes with an explosion and knocks them down and Disorients them. You will revive with about half of your Hit Points and Endurance. Rise of the Phoenix will actually leave you invulnerable for a brief time, and protected from XP Debt for 90 seconds. Recharge: Very Long										

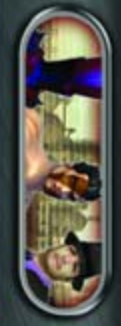
INVULNERABILITY

POWER NAME	ACTIVATION TYPE	WHO?	END COST	CAST TIME	RECHARGE TIME	EFFECT AREA	RADIUS	MAX # OF TARGETS	ENH TYPES	POWER TYPE
Resist Physical Damage	Auto	Caster	0	0	0	Character	—	—	Res_Damage_Boost	Auto: Self +Res (Smash, Lethal)
You are naturally tough and inherently resistant to Smashing and Lethal damage. This power is always on, and costs no Endurance.										
Temp Invulnerability	Toggle	Caster	0.13	0.67	2	Character	—	—	EnduranceDiscount_Boost, kRecharge_Boost, kRes_Damage_Boost	Toggle: Self +Res(Smash, Lethal)
When you toggle on this power, you become highly resistant to Smashing and Lethal damage. Recharge: Fast										
Dull Pain	Click	Caster	10.4	0.73	360	Character	—	—	EnduranceDiscount_Boost, kRecharge_Boost, kHeal_Boost	Self Heal, +Max HP
You can activate this power to increase your maximum Hit Points for a short time. Recharge: Very Long										
Resist Elements	Auto	Caster	0	0	0	Character	—	—	Res_Damage_Boost	Auto: Self +Res(Fire, Cold, Toxic)
You are naturally resistant to the elements and always take less Fire, Cold and Toxic Damage. This power is always on and costs no Endurance.										
Unyielding	Toggle	Caster	0.13	2.33	10	Character	—	—	EnduranceDiscount_Boost, kRecharge_Boost, kRes_Damage_Boost	Toggle: Self +Res(All DMG but Psionics; Knockback, Sleep, Disorient, Hold, Immobilize), Self -DEF
When you toggle on this power, you become Unyielding. You are resistant to all damage but Psionics, as well as Knockback, Sleep, Hold, Immobilize, Disorient effects. However, your defiant stature means you are more likely to be hit. Recharge: Slow										
Resist Energies	Auto	Caster	0	0.5	0	Character	—	—	Res_Damage_Boost	Auto: Self +Res (Energy, Negative)
You are naturally resistant to Energy and Negative Energy damage. This power is always on and costs no Endurance.										
Invincibility	Toggle	Foe	0.104	3.00	10	Sphere	8	14	EnduranceDiscount_Boost, kRecharge_Boost, kBuff_Defense_Boost, kBuff_ToHit_Boost, kTaunt_Boost	Toggle: Self +DEF(All but Psionics), +ACC
While this power is active, for each foe in melee range you receive a bonus to Defense against all attacks but Psionics, and a bonus to your Accuracy. This power is most effective while fighting multiple opponents. Invincibility is ineffective if you are battling foes at a range. Recharge: Slow										
Tough Hide	Auto	Caster	0	0	0	Character	—	—	Buff_Defense_Boost	Auto: Self +DEF(All but Psionics)
Your thickened skin makes you much tougher to hit. This power is always on and costs no Endurance. Tough Hide offers no protection to Psionic Attacks.										
Unstoppable	Click	Caster	2.6	3.1	1000	Character	—	—	EnduranceDiscount_Boost, kRecharge_Boost, kRes_Damage_Boost, kRecovery_Boost	Self, +Res(Disorient, Sleep, Hold, Immobilize, Knockback, All DMG but Psionics)
When you activate this power, you not only become extremely resistant to most damage, but also to Disorient, Immobilization, Hold, Knockback and Sleep effects. Endurance recovery is also increased. Unstoppable costs little Endurance to activate, but when it wears off you are left exhausted, and drained of almost all Health and Endurance. Recharge: Very Long										

STONE ARMOR

POWER NAME	ACTIVATION TYPE	WHO?	END COST	CAST TIME	RECHARGE TIME	EFFECT AREA	RADIUS	MAX # OF TARGETS	ENH TYPES	POWER TYPE
Rock Armor	Toggle	Caster	0.13	0.73	4	Character	—	—	EnduranceDiscount_Boost, kRecharge_Boost, kBuff_Defense_Boost	Toggle: Self +DEF(Lethal, Smashing), Res(Debuff DEF)
Your skin becomes stone while this power is active. Stone Armor makes you highly resistant to Smashing and Lethal attacks. They are less likely to land and affect you. Stone Armor also grants you resistance to Defense Debuffs. Cannot be active at the same time as Granite Armor. Recharge: Fast										
Stone Skin	Auto	Caster	0	0	0	Character	—	—	Res_Damage_Boost	Auto: Self +Res(Lethal, smashing)
Your tough skin is naturally resistant to Smashing and Lethal damage. This power is always on and costs no Endurance.										
Earth's Embrace	Click	Caster	10.4	2.03	360	Character	—	—	EnduranceDiscount_Boost, kHeal_Boost, kRecharge_Boost, kRes_Damage_Boost	Self +HP, Res(Toxic)
You are so connected to the Earth, you can draw upon its power to add to your own health. Activating this power increases your maximum Hit Points, and grants you resistance to Toxic Damage. Recharge: Very Long										
Mud Pots	Toggle	Foe	1.56	2.03	4	Sphere	8	10	EnduranceDiscount_Boost, kRecharge_Boost, kDamage_Boost, kSlow_Boost, kTaunt_Boost	Toggle: PBAoE, Minor DoT(Fire), Foe Immobilize, -SPD
While this power is active, you draw upon the geothermal power of the Earth to create a bubbling pool of hot mud around yourself. All foes in melee range will become snared and entrapped in the mud, Immobilizing some and slowing others. The boiling heat from Mud Pots also deals some damage over time to the snared foes. Damage: Minor(DoT), Recharge: Fast										
Rooted	Toggle	Caster	0.104	1.17	4	Character	—	—	EnduranceDiscount_Boost, kRecharge_Boost, kHeal_Boost	Toggle: Self +Res(Knockback, Sleep, Disorient, Hold, End Drain, Debuff DEF), Self -SPD, +Regeneration
While this power is active, you merge with the Earth and draw forth its power to become resistant to Knockback, Sleep, Hold, Disorient and Endurance Drain effects, and increase your Hit Point Regeneration rate. You must remain in close contact with the Earth, so you will move extremely slow and you cannot active Fly powers, Sprint, Super Speed, or Jump powers while this power is active. Rooted also grants you resistance to Defense Debuffs. Recharge: Fast										
Brimstone Armor	Toggle	Caster	0.13	0.73	4	Character	—	—	EnduranceDiscount_Boost, kRecharge_Boost, kRes_Damage_Boost	Toggle: Self +Res(Fire, Cold)
While this power is active, your skin becomes encrusted in cracked magma. Brimstone Armor makes you highly resistant to Fire and Cold damage. Cannot be active at the same time as Granite Armor. Recharge: Fast										
Crystal Armor	Toggle	Caster	0.13	2.03	4	Character	—	—	EnduranceDiscount_Boost, kRecharge_Boost, kBuff_Defense_Boost	Toggle: Self +DEF(Energy, Negative), Res(Debuff DEF)
While this power is active, your skin becomes encrusted in various quartz crystals. Crystal Armor makes Energy and Negative Energy attacks less likely to hit. This power also grants you resistance to Defense Debuffs. Cannot be active at the same time as Granite Armor. Recharge: Fast										
Minerals	Toggle	Caster	0.13	0.73	4	Character	—	—	EnduranceDiscount_Boost, kRecharge_Boost, kBuff_Defense_Boost	Toggle: Self +DEF(Psionic), Res(Confuse), +Perception
Activating this power summons several rare earth rock Minerals to orbit around you. These Minerals can disperse thought patterns and make Psionic attacks less likely to hit. They also bring clarity of the mind and increase your Perception to see hidden foes, and grant resistance to Confusion. Cannot be active at the same time as Granite Armor. Recharge: Fast										
Granite Armor	Toggle	Caster	0.13	0.73	10	Character	—	—	EnduranceDiscount_Boost, kRecharge_Boost, kRes_Damage_Boost, kBuff_Defense_Boost	Self, +Res(All but Psionics), +DEF(All but Psionics), -SPD, -Recharge, -DMG
When you activate this power, you are transformed into a massive bulk of unyielding Granite. Your incredible mass makes you almost completely invulnerable and resistant to most effects. However, you also become quite heavy, cannot fly, your attack and movement speed are Slowed and you do less damage. Granite Armor also grants you high resistance to Defense DeBuffs. Cannot be active at the same time as other Armors in this set, Fly powers, Sprint, Super Speed, or Jump powers. Recharge: Slow										





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THE MASTERMIND

A MASTER OF THE MINDS OF OTHERS

Primary Power Set: Summoning
Secondary Power Set: Buff

There is little more villainous than making others do your bidding. This is the heart of the Mastermind Archetype, for they are surrounded by loyal and deadly Henchman that serve their every dastardly whim.

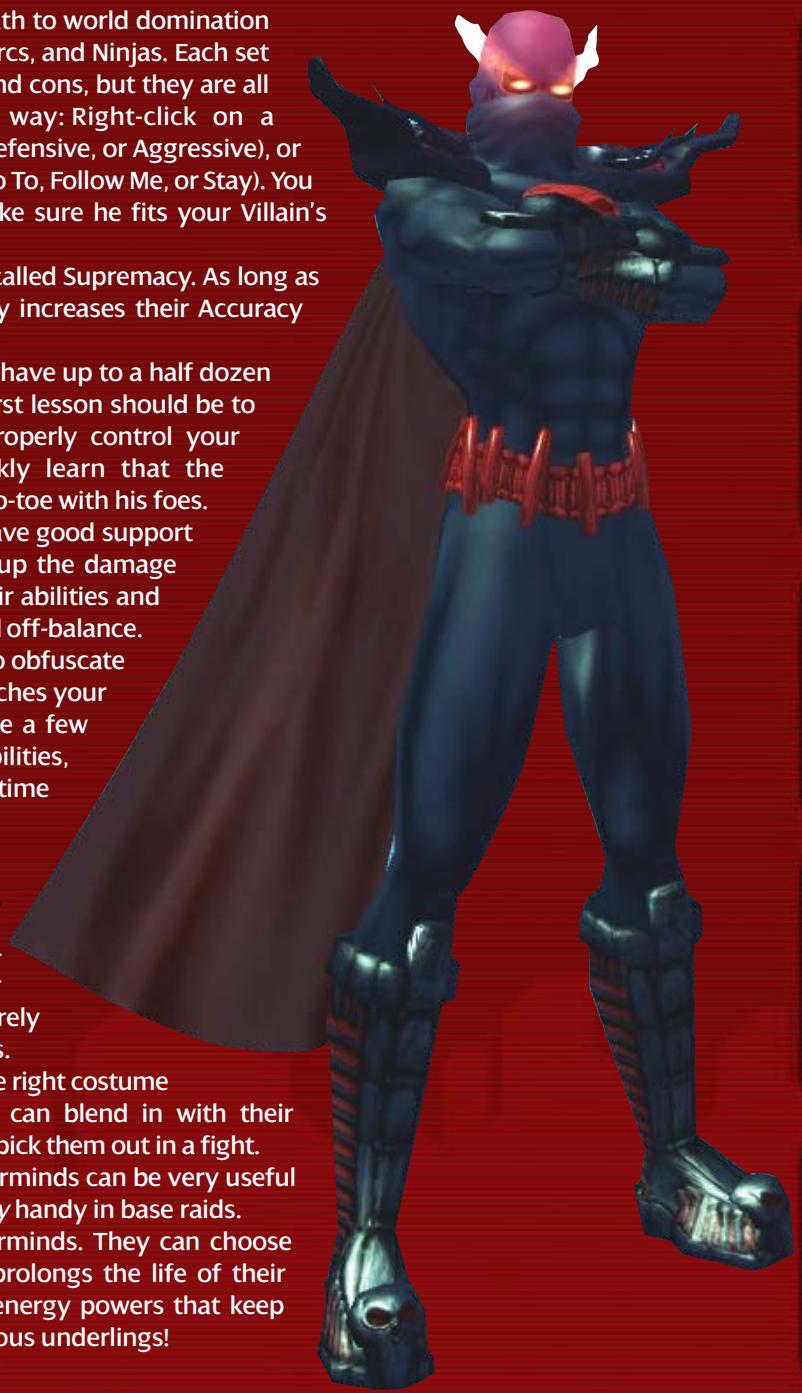
The first step on the Mastermind's path to world domination is their Henchmen: Undead, Droids, Mercs, and Ninjas. Each set has unique abilities and its own pros and cons, but they are all controlled in essentially the same way: Right-click on a Henchman to set his Stance (Passive, Defensive, or Aggressive), or give him an Action (Attack My Target, Go To, Follow Me, or Stay). You can even Rename a Henchman to make sure he fits your Villain's particular theme.

The Mastermind's inherent power is called Supremacy. As long as he's close to his Henchmen, he greatly increases their Accuracy and Damage.

Because a high-level Mastermind can have up to a half dozen or so Henchmen milling about, your first lesson should be to learn the interface. If you do not properly control your underlings at all times, you'll quickly learn that the Mastermind is not designed to go toe-to-toe with his foes.

Your next step is to make sure you have good support powers. Use your Henchmen to soak up the damage while you use your powers to buff their abilities and heal them, or keep their foes rattled and off-balance.

In PvP combat, use your Henchmen to obfuscate your Mastermind. If your costume matches your Henchmen, for example, and you have a few Dark-based or Stealth Power Pool abilities, your foes will have a very difficult time picking you out of the crowd.



MASTERMIND PROS

- You get Henchmen! Lots of them—eventually! The various beings under your control afford all sorts of entirely new and incredibly creative strategies.
- Smaller Masterminds, or those with the right costume options and power pool selections, can blend in with their Henchmen, making it very difficult to pick them out in a fight.
- Thanks to all those Henchmen, Masterminds can be very useful in PvP matches—this can come in *very* handy in base raids.
- Variety is the spice of life for Masterminds. They can choose from a wide range of powers that prolongs the life of their Henchmen—from heals to buffs to energy powers that keep foes knocked back and off your precious underlings!

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MASTERMIND CONS

- Masterminds have relatively low hit points and no inherent resistances. If a big bruiser gets through your Henchmen, you're in for a world of hurt.
- This is a very active Archetype in that you must be on your toes, always keeping track of your Henchmen and making sure none of them are just hanging around. You also must use your secondary abilities to buff your Henchmen, heal them, or pester their enemies so that they can't concentrate on your Henchmen.
- Your mantra: a Mastermind without Henchmen is a dead Mastermind.
- Be mindful of your ability to resummon your Henchman. Your Henchmen usually last long enough to recharge before they're defeated, but if you send them against particularly strong foes and they haven't yet recharged, you'll find your Mastermind is frequently the target of the enemy's rage. Even if your ability to summon Henchman has recharged, bear in mind that it takes several seconds for them to spawn. If you have to withstand a substantial attack, or are held and can't properly leave them, you might be commanding from a hospital bed.

MASTERMIND SAMPLE BUILD

BUILDING A NECROMANCY–DARK MIASMA MASTERMIND

Why look for a party when you can bring one with you? This is the Mastermind's game. Masterminds are the commanders of their own little armies, overseers and controllers of the battlefield. With strong crowd-control powers, buffs, and debuffs, this Mastermind build will give you a taste of what it's like to micromanage six Henchmen at once. You heard it right—six Henchmen to order around as you please while you sit back and reap the rewards. Well, it's not quite that easy; your Henchmen can be quite careless if you don't monitor them, and keeping them alive and healthy is often a difficult bit of multitasking. The strategy to this build is to buff your Henchmen, not individually but with powers that affect your entire wrecking crew. The Leadership power pool is a natural pick-up for Masterminds, and Dark Miasma is an ideal Secondary with good debuffs, crowd control, and even a group heal to keep your Henchmen healthy. Prepare to be notorious with your very own entourage!

Primary Powers—Summons: Necromancy
Secondary Powers—Support: Dark Miasma

DEFAULT ABILITIES

Level 1
Free Default Ability: Brawl
Slot: Damage
Free Default Ability: Sprint
Slot: Run Speed

Level 2
Free Default Ability: Rest
Slot: Recharge Reduction

POWERS

Level 1
New Primary Power: Zombie Horde
Slot: Accuracy
New Secondary Power: Twilight Grasp
Slot: Accuracy

Level 2
New Secondary Power: Gloom
Slot: Accuracy

Level 3
Two Additional Slots
Twilight Grasp: Healing
Gloom: Damage

Level 4
New Secondary Power: Darkest Night
Slot: Endurance Reduction

Level 5
Two Additional Slots
Darkest Night: To Hit Debuff (2x)

Level 6
New Leadership Power:
Enchant Undead
Slot: Endurance Reduction

Level 7
Two Additional Slots
Twilight Grasp: Healing
Maneuvers: Defense Buff

Level 8
New Secondary Power: Tar Patch
Slot: Recharge Reduction

Level 9
Two Additional Slots
Tar Patch: Slow (2x)

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Level 10
New Leaping Power: Combat Jumping
Slot: Defense Buff

Level 11
Two Additional Slots
Darkest Night: To Hit Debuff
Maneuvers: Defense Buff

Level 12
New Primary Power: Skeletal Warriors
Slot: Accuracy

Level 13
Two Additional Slots
Twilight Grasp: Healing
Gloom: Damage

Level 14
New Leaping Power: Super Jump
Slot: Jump

Level 15
Two Additional Slots
Maneuvers: Defense Buff
Tar Patch: Recharge Reduction

Level 16
New Fitness Power: Swift
Slot: Run Speed

Level 17
Two Additional Slots
Gloom: Damage (2x)

Level 18
New Fitness Power: Health
Slot: Healing

Level 19
Two Additional Slots
Combat Jumping: Defense Buff (2x)

Level 20
New Fitness Power: Stamina
Slot: Endurance Recovery

Level 21
Two Additional Slots
Stamina: Endurance Recovery (2x)

Level 22
New Leadership Power: Tactics
Slot: To Hit Buff

Level 23
Two Additional Slots
Stamina: Endurance Recovery (2x)

Level 24
New Secondary Power: Fearsome Stare
Slot: Fear Duration

Level 25
Two Additional Slots
Stamina: Endurance Recovery
Tactics: Endurance Reduction



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LEVELING AND HUNTING STRATEGIES

SOLO

Levels 1–10

Right at the start, you are given one Zombie minion to boss around. As you level, the number of Zombies you can summon increases to three. It's a good idea to drag the command buttons into your power tray for quick access if you don't want your pets being naughty.

The Zombie has a fairly standard attack but serves its purpose, which is to draw aggro and soak damage for you. Your main attack from now on will be Gloom, which is a great DoT attack that really packs on the hurt. So while your Zombie is keeping your enemies busy, drop a few Gloom attacks on various enemies to speed things up.

Also, it's good to stay near your minions, as the Mastermind's inherent power, Supremacy, offers a buff to Accuracy and damage while fighting alongside Henchmen. When you run to engage a group, approach cautiously, pick out a target from afar, set your Zombie on the foe first, then follow it in. Direct it to attack one target at a time, as this will concentrate its efforts for more efficiency.

Now, to ensure the longevity of your minion, remember to use the debuffs you picked up from your Secondary. Darkest Night is a great debuff that lowers your enemy's Accuracy and attack damage. This power is a toggle that is anchored on an enemy target, so make sure you pay attention to who that is and finish that enemy off last, or you'll turn off the debuff.

Tar Patch is a great area of effect speed debuff; anyone caught in its range is greatly slowed and has certain damage resistances lowered. Foes do not like this effect at all and will spend their time trying to escape its grasp rather than attacking you or your squad.

Another way to help your minion is with buffs. This is where the Leadership pool comes in; its group buffs affect you and your Zombies. Maneuvers increase your defense as well as your minions', making it harder to get hit and much safer to go toe-to-toe with the various goons and monsters you run into, and most foes are melee opponents at this early level.

Take the opportunity at these easy levels to get the hang of managing your Henchman. Practice controlling it so that it doesn't wildly attack everything it sees without giving you a chance to recover. Putting it on Passive makes it ignore everything, even if it is being attacked. Keep a close eye on its health, and save it when it gets in trouble by using your party heal: Twilight Grasp.

Learning to manage your Henchmen and keeping them alive is what being a Mastermind is all about, since you have very few direct-damage attacks.

Levels 11–20

At these levels you pick up a new type of minion: Skeletal Warriors. You will be able to summon a maximum of two of these depending on your level. Skeletal Warriors are more than your basic Zombies and come with some nice ranged blasts.

Managing your squad just got more interesting. You've got a Henchman that likes to melee and another that likes to hang back and blast your enemies from range. Practice keeping them close to you to gain the benefits of your buffs, heals, and all-important Supremacy ability.

You'll also be running more Toggle buffs, so it is important to eventually fully-slot Stamina for quicker endurance recovery.

Levels 21–30

These levels bring you a wider array of buffs and crowd control, and yet another Henchman.

Tactics greatly helps your squad's overall effectiveness with its Accuracy boost. Assault speeds things up with a party damage boost, and if things start getting a little out of control, you can stop your enemies in their tracks with Fearsome Stare.

The big news is that you are able to summon the Lich! This is Necromancy's ultimate underling; consider it a "mini-you." It can cast holds and debuffs and has ranged direct-damage attacks. It's hardier than your other minions, and just looks cool, with its robe and hood, looming over you as your personal protector.

Combat is much like it was at the beginning. Send in your crew first, cast some debuffs and slows, join your group to give them Leadership buffs, and pick individual foes off with Gloom. Spam heals if it's tough to keep your minions alive. Be ever vigilant in the care of your pets, as your fights will be more chaotic now, with larger groups and enemies throwing out super-powered attacks.

Levels 31–40

At these final levels, you're mainly slotting the powers that are performing best for you and your

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crew. You'll also be picking up two special powers that grant individual upgrades to your minions: Enchant Undead and Dark Empowerment. These enhance your minions with all new attacks, though you can only enhance the same minion once.

You also pick up another direct-damage power: Life Drain. It's a combo attack and heal, as it deals good damage with the bonus of returning hit points to you for an individual heal.

Finally, you get your last pet, this time from your Secondary power pool. It's a shadowy mist called the Dark Servant, and it's much like the Lich, except it has a time limit and must be periodically resummoned. It comes with its own arsenal of attacks, debuffs, and holds, and is a welcome addition to the pack. It, too, can benefit from your Leadership buffs.

DUOS

When choosing an Archetype to duo with, we recommend the following partners in order of descending preference.

Levels 1–20

1. **Stalker/Corruptor**: Since you are providing damage soaking, buffs, and crowd control, you benefit best from a pure damage dealer for street sweeping. Tell your partner about the nature of Darkest Night's debuffs and how it works, so that he or she doesn't kill your anchor before the rest.
2. **Brute**: Brutes deal good damage but like to have the aggro themselves so they can build up their Fury bar. However, you bring a heal to the team, so they'll appreciate not having to stop to rest and keeping their Fury bars full with little downtime.
3. **Dominator/Mastermind**: Dominators are good for locking down things that might blast past your Henchmen and head straight for *you.* That's what Masterminds call a "bad thing." Speaking of which, fellow Masterminds can be fun to group with as well. Having a handfull of Henchmen to overwhelm foes is an easy strategy that can result in many quick victories.

Levels 21–40

1. **Stalker/Corruptor**: These levels are really no different from the previous ones; with your debuffs and Henchmen taking all the punishment, all you really need is big, direct damage, and a Stalker or Corruptor can bring it in spades.
2. **Brute**: Brutes are still great companions, but as you gain more Henchmen, you may need to control them more so that the Brute can still properly build up his Fury. This can be difficult for him if your minions are scattering foes away from him.
3. **Dominator/Mastermind**: Use Dominators at this level to keep the lesser foes locked down while you concentrate your Henchmen on the real threats. Once those are down, you can both relax a bit and finish off the chaff with ease. Having another Mastermind and all those extra Henchmen can actually be a little disorienting. You might want to form a "standard operating procedure" when dealing with common enemy groups. For instance, maybe you concentrate on Lieutenants while your companion focuses on the Boss. Then you handle whatever's left once the real threats have been dealt with. A little planning can go a long way.



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POWER SETS

PRIMARY POWERS

MERCENARIES

POWER NAME	ACTIVATION TYPE	WHO?	END COST	CAST TIME	RECHARGE TIME	EFFECT AREA	RADIUS	MAX # OF TARGETS	ENH TYPES	POWER TYPE
Burst	Click	Foe	6.5	2.2	4	Character	—	—	Accuracy_Boost, kDamage_Boost, kEnduranceDiscount_Boost, kRange_Boost, kDebuff_Defense_Boost, kRecharge_Boost	Ranged, Moderate DMG(Lethal), Foe -DEF
Quickly fires a Burst of rounds at a single target at very long range. Damage is average, but the fire rate is fast. Can also reduce the target's defense. Damage: Moderate(DoT), Recharge: Fast										
Soldiers	Click	Caster	19.5	2.03	90	Location	—	—	Accuracy_Boost, kDamage_Boost, kEnduranceDiscount_Boost, kRes_Damage_Boost, kDebuff_Defense_Boost, kHeal_Boost	Summon Soldier
Calls forth one to three Mercenary Soldiers (depending on your level) to do your bidding. The third Soldier you gain will be a Medic. All Soldiers use Sub Machine Guns, but these can be upgraded. You may only have 3 Soldiers under your control at any given time. If you attempt to call Soldiers, you can only replace the ones you have lost in battle. If you already have three, the power will fail. Recharge: Very Long										
Slug	Click	Foe	10.66	1.87	8	Character	—	—	Accuracy_Boost, kDamage_Boost, kEnduranceDiscount_Boost, kRange_Boost, kKnockback_Boost, kRecharge_Boost	Ranged, High DMG(Lethal), Foe Knockback
Fires a single Slug at a targeted foe. Firing a single Slug is slower than firing a Burst, but deals more damage, is longer range, and can knock down foes. Damage: High, Recharge: Moderate										
Equip Mercenary	Click	MyPet	16.25	1.30	6	Character	—	—	Recharge_Boost, kEnduranceDiscount_Boost, kRange_Boost	Ranged, Equip Mercenary Henchman
Equip your Mercenary Henchmen with more advanced munitions and weaponry. This power permanently bestows new weapons and abilities to one Mercenary Henchman. The powers gained are unique and dependant upon the target Mercenary Henchman. This power only works on your Mercenary Henchmen and you can only Equip any given Mercenary Henchman once. Recharge: Slow										
M30 Grenade	Click	Foe	18.98	1.87	16	Sphere	15	16	Accuracy_Boost, kDamage_Boost, kRecharge_Boost, kEnduranceDiscount_Boost, kRange_Boost, kKnockback_Boost	Ranged (Targeted AoE), Moderate DMG(Lethal/Smash), Knockback
Launches a Grenade at long range from beneath the barrel of your Assault Rifle. This explosion affects all within the blast radius, and can knock them back. Damage: Moderate, Recharge: Slow										
Spec Ops	Click	Caster	19.5	2.03	90	Location	—	—	Accuracy_Boost, kDamage_Boost, kEnduranceDiscount_Boost, kRes_Damage_Boost, kDebuff_Defense_Boost, kImmobilized_Boost, kHold_Boost, kStunned_Boost, kDebuff_ToHit_Boost, kBuff_Defense_Boost	Summon Spec Ops
You can enlist one to two highly skilled Spec Ops Mercenary (depending on your level). Spec Ops weapons are highly accurate and long ranged, and they are adept in may different tactical weapons. Like all Henchmen, Spec Ops can be equipped with even deadlier munitions. You may only have 2 Spec Ops under your control at any given time. If you attempt to summon more Spec Ops, you can only replace the ones you have lost in battle. If you already have two, the power will fail. Recharge: Very Long										
Serum	Click	MyPet	13	1.3	1000	Character	—	—	Recharge_Boost, kEnduranceDiscount_Boost, kRange_Boost, kRes_Damage_Boost, kRecovery_Boost, kBuff_ToHit_Boost	Buff Mercenary +DAM, +RES, +ACC, +Recovery
You can use a special Serum to turn one Mercenary into a virtually Unstoppable killing machine for a short time. Once the Mercenary is injected with this Serum, his Damage, Accuracy, Endurance Recovery, and Damage Resistance to all damage except Psionics, will be greatly increased. The target Mercenary will also be virtually immune to controlling effects including Disorient, Sleep, Hold, Immobilize and Knockback. After the Serum wares off, the Mercenary will be exhausted and drained of all Endurance for about while. Recharge: Very Long										
Commando	Click	Caster	19.5	2.03	90	Location	—	—	Accuracy_Boost, kDamage_Boost, kEnduranceDiscount_Boost, kRes_Damage_Boost, kDebuff_Defense_Boost, kKnockback_Boost	Summon Commando
Enlists one highly trained Commando. The Commando is a seasoned professional who favors heavy assault weapons. He is simply a one may army that can leave a wake of destruction in his path. In addition to standard Soldier resistance, the Commandos experience also makes him resistant to Fear and his rugged advanced training makes him slightly resistant to Fire, Cold and Toxic Damage. You may only have 1 Commando under your control at any given time. If you attempt to summon another Commandos, the power will fail. Recharge: Very Long										
Tactical Upgrade	Click	MyPet	22.75	2.03	60	Character	—	—	Recharge_Boost, kEnduranceDiscount_Boost, kRange_Boost	Ranged, Upgrade Mercenary Henchman
Permanently Upgrade the most advanced tactical weapons and gears to one Mercenary Henchman. The Tactically Upgraded Mercenary will gain powers, weapons and munitions. The powers gained are unique and dependant upon the target Mercenary Henchman that is Upgraded. This power only works on your Mercenary Henchmen and you can only Tactically Upgraded any given Mercenary Henchman once. Recharge: Very Slow										

NECROMANCY

POWER NAME	ACTIVATION TYPE	WHO?	END COST	CAST TIME	RECHARGE TIME	EFFECT AREA	RADIUS	MAX # OF TARGETS	ENH TYPES	POWER TYPE
Dark Blast	Click	Foe	6.5	1	4	Character	—	—	Accuracy_Boost, kDamage_Boost, kRecharge_Boost, kEnduranceDiscount_Boost, kRange_Boost, kDebuff_ToHit_Boost	Ranged, Moderate DMG(Negative), Foe -ACC
A long range blast of dark energy. Deals moderate Negative Energy damage and reduces the target's Accuracy. Damage: Moderate, Recharge: Fast										

NECROMANCY

POWER NAME	ACTIVATION TYPE	WHO?	END COST	CAST TIME	RECHARGE TIME	EFFECT AREA	RADIUS	MAX # OF TARGETS	ENH TYPES	POWER TYPE
Zombie Horde	Click	Caster	19.5	3.1	90	Location	—	—	Accuracy_Boost, kDamage_Boost, kEnduranceDiscount_Boost, kDebuff_ToHit_Boost, kHeal_Boost, kRes_Damage_Boost	Summon Zombies
Summons one to three Zombies (depending on your level) to do your bidding. Zombies are very tough but can be slow and stupid. They start out with only rudimentary melee attacks, but can be empowered with range and even life draining powers. You may only have 3 Zombies under your control at any given time. If you attempt to summon more Zombies, you can only replace the ones you have lost in battle. If you already have three, the power will fail. Recharge: Very Long										
Gloom	Click	Foe	10.66	1.1	8	Character	—	—	Accuracy_Boost, kDamage_Boost, kRecharge_Boost, kEnduranceDiscount_Boost, kRange_Boost, kDebuff_ToHit_Boost	Ranged, High DoT(Negative), Foe -ACC
Gloom slowly drains a target of life, while reducing his Accuracy. Slower than Dark Blast, but deals more damage over time. Damage: High(DoT), Recharge: Moderate										
Enchant Undead	Click	MyPet	16.25	2.07	6	Character	—	—	Recharge_Boost, kEnduranceDiscount_Boost, kRange_Boost	Ranged, Enchant Undead Henchman
Enchant Undead will permanently bestow new powers and abilities to one Undead Henchman. The powers gained are unique and dependant upon the target Undead Henchman that is Enchanted. Enchant Undead only works on your Undead Henchmen and you can only Enchant any given Undead Henchman once. Recharge: Slow										
Life Drain	Click	Foe	19.5	1.93	15	Character	—	—	Accuracy_Boost, kDamage_Boost, kRecharge_Boost, kEnduranceDiscount_Boost, kRange_Boost, kDebuff_ToHit_Boost, kHeal_Boost	Ranged, Moderate DMG(Negative), Target -ACC, Self +HP
You can tap the power of the Netherworld to steal some life from a target foe and reduce his Accuracy. Some of that stolen life is transferred to you in the form of Hit Points. Damage: Moderate, Recharge: Slow										
Grave Knight	Click	Caster	19.5	1.07	90	Location			Accuracy_Boost, kDamage_Boost, kEnduranceDiscount_Boost, kDebuff_Defense_Boost, kKnockback_Boost, kDebuff_ToHit_Boost, kHeal_Boost, kRes_Damage_Boost	Summon Grave Knight
You can summon one to two powerful Grave Knights (depending on your level) to do your bidding. Grave Knights come well equipped with several attack powers and can be empowered with even more. Revenants are relentless entities and want nothing more than to tear the flesh off the living. You may only have 2 Grave Knights under your control at any given time. If you attempt to summon more Grave Knights, you can only replace the ones you have lost in battle. If you already have two, the power will fail. Recharge: Very Long										
Soul Extraction	Click	DeadMyPet	13	2.03	600	Character	—	—	Accuracy_Boost, kDamage_Boost, kRange_Boost, kRecharge_Boost, kEnduranceDiscount_Boost, kHold_Boost, kDebuff_ToHit_Boost, kHeal_Boost	Summon Ghost (Special)
You can extract the soul from one of your defeated Undead Henchmen and summon its spectral essence to do your bidding. The power of the soul is dependent upon the type of undead Henchman you extract it from, however it will always be one level lower than you. Unlike your other Henchman, the extracted Soul is only loosely bound to your control and will eventually move on to the next world. The Soul cannot gain new powers with Enchanted Undead or Dark Empowerment. Recharge: Very Long										
Lich	Click	Caster	19.5	3.17	90	Location	—	—	Accuracy_Boost, kDamage_Boost, kEnduranceDiscount_Boost, kDebuff_Defense_Boost, kKnockback_Boost, kDebuff_ToHit_Boost, kImmobilized_Boost, kHeal_Boost, kStunned_Boost, kFear_Boost, kHold_Boost, kRes_Damage_Boost	Summon Lich
Summons a dark and powerful Lich. The lich is an undead entity that, when alive, possessed many dark powers of his own. Perhaps it was a dark wizard, or powerful arch villain. Perhaps it was even a Necromancer. Now it only hungers for the souls of the living, and is quite good at feeding itself. The Lich specializes in dark control and draining powers. You may only have 1 Lich under your control at any given time. If you attempt to summon another Lich, the power will fail. Recharge: Very Long										
Dark Empowerment	Click	MyPet	22.75	2.07	60	Character	—	—	Recharge_Boost, kEnduranceDiscount_Boost, kRange_Boost	Ranged, Empower Undead Henchman
Dark Empowerment will permanently bestow the most powerful and darkest new powers and abilities to one Undead Henchman. The Empowered Undead will gain new abilities and powers. The powers gained are unique and dependant upon the target Undead Henchman that is Empowered. Dark Empowerment only works on your Undead Henchmen and you can only Empower any given Undead Henchman once. Recharge: Very Slow										

NINJAS

POWER NAME	ACTIVATION TYPE	WHO?	END COST	CAST TIME	RECHARGE TIME	EFFECT AREA	RADIUS	MAX # OF TARGETS	ENH TYPES	POWER TYPE
Snap Shot	Click	Foe	6.5	1	2	Character	—	—	Accuracy_Boost, kDamage_Boost, kEnduranceDiscount_Boost, kRange_Boost, kRecharge_Boost	Ranged, Minor DMG(Lethal)
A quick attack that fires an arrow at your foe after only minimal aiming. Fast, but little damage. Damage: Minor, Recharge: Fast										
Call Genin	Click	Caster	19.5	1.7	90	Location	—	—	Accuracy_Boost, kDamage_Boost, kEnduranceDiscount_Boost, kKnockback_Boost, kStunned_Boost, kBuff_Defense_Boost, kSpeedRunning_Boost	Summon Genin
Calls forth one to three Genin Ninja (depending on your level) to do your bidding. Genin have good reflexes and jumping skill, but they are still the lowest rank Ninja and only possess the most rudimentary skills. However, they can be trained in more advanced techniques and weapons. You may only have 3 Genin under your control at any given time. If you attempt to call Genin, you can only replace the ones you have lost in battle. If you already have three, the power will fail. Recharge: Very Long										
Aimed Shot	Click	Foe	10.66	1.67	4	Character	—	—	Accuracy_Boost, kDamage_Boost, kRecharge_Boost, kEnduranceDiscount_Boost, kRange_Boost	Ranged, Moderate DMG(Lethal)
Though it takes longer to execute, your Aimed Shot deals greater damage than Snap Shot. Damage: High, Recharge: Moderate										
Train Ninjas	Click	MyPet	16.25	2.37	6	Character	—	—	Recharge_Boost, kEnduranceDiscount_Boost, kRange_Boost	Ranged, Train Ninja Henchman
Train your Ninja Henchmen with more advanced techniques and weaponry. This power permanently bestows new powers and abilities to one Ninja Henchman. The powers gained are unique and dependant upon the target Ninja Henchman. This power only works on your Ninja Henchmen and you can only Train any given Ninja Henchman once. Recharge: Slow										

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NINJAS CONT.

POWER NAME	ACTIVATION TYPE	WHO?	END COST	CAST TIME	RECHARGE TIME	EFFECT AREA	RADIUS	MAX # OF TARGETS	ENH TYPES	POWER TYPE
Fistful of Arrows	Click	Foe	12.74	2.67	8	Cone	40	10	Accuracy_Boost, kDamage_Boost, kRecharge_Boost, kEnduranceDiscount_Boost, kRange_Boost	Ranged (Cone), Moderate DMG(Lethal)
You fire a fistful of arrows at foes in a cone in front of you. Good at close range. Damage: Moderate, Recharge: Moderate										
Call Jounin	Click	Caster	19.5	1.7	90	Location	—	—	Accuracy_Boost, kDamage_Boost, kEnduranceDiscount_Boost, kKnockback_Boost, kStunned_Boost, kBuff_Defense_Boost, kSpeedRunning_Boost, kDebuff_Defense_Boost, kSlow_Boost, kDebuff_ToHit_Boost, kConfuse_Boost, kSleep_Boost	Summon Jounin
You can summon one to two highly skilled Jounin Ninja (depending on your level). Jounin Ninja are master assassins and expert swordsmen. They possess superior reflexes and jumping skill. Like all Henchmen, Jounin can be trained in even deadlier Ninjitsu techniques and weapons. You may only have 2 Jounin under your control at any given time. If you attempt to summon more Jounin, you can only replace the ones you have lost in battle. If you already have two, the power will fail. Recharge: Very Long										
Smoke Flash	Click	MyPet	30	1.17	20	Character	—	—	Recharge_Boost, kEnduranceDiscount_Boost, kRange_Boost	Hide Ninja
You can command one of your Ninja Henchmen to throw down a Smoke Bomb. The Smoke Flash will allow the Ninja to Placate his nearby foes, and thus unable to target the Ninja. The Smoke Flash also makes the Ninja stealthy and Hidden for about 10 seconds, enabling him to perform Critical hits with his next few attacks. You can only use this power on a Ninja Henchmen. Recharge: Slow										
Oni	Click	Caster	19.5	2.03	90	Location	—	—	Accuracy_Boost, kDamage_Boost, kEnduranceDiscount_Boost, kKnockback_Boost, kHold_Boost, kImmobilized_Boost, kRes_Damage_Boost	Summon Oni
Summons an ancient and powerful Oni. An Oni is a powerful human-like demon warrior. The Oni is a formidable creature who possesses the skill of a warrior and the powers of wind and fire. You may only have 1 Oni under your control at any given time. If you attempt to summon another Oni, the power will fail. Recharge: Very Long										
Kuji In Zen	Click	MyPet	22.75	2.37	60	Character	—	—	Recharge_Boost, kEnduranceDiscount_Boost, kRange_Boost	Ranged, Enlighten Ninja Henchman
Kuji In Zen will permanently bestow the most advanced techniques and powers to one Ninja Henchman. The Enlightened Ninja will gain new abilities, powers and weapons. The powers gained are unique and dependant upon the target Ninja Henchman that is Enlightened. This power only works on your Ninja Henchmen and you can only Enlighten any given Ninja Henchman once. Recharge: Very Slow										

ROBOTICS

POWER NAME	ACTIVATION TYPE	WHO?	END COST	CAST TIME	RECHARGE TIME	EFFECT AREA	RADIUS	MAX # OF TARGETS	ENH TYPES	POWER TYPE
Pulse Rifle Blast	Click	Foe	6.5	1.87	4	Character	—	—	Accuracy_Boost, kDamage_Boost, kRecharge_Boost, kEnduranceDiscount_Boost, kRange_Boost, kKnockback_Boost	Ranged, Minor DMG(Energy/Smash)
This Pulse Rifle can fire a long range laser pulse. Deals moderate Energy damage. Damage: Moderate, Recharge: Fast										
Battle Drones	Click	Caster	19.5	2.03	90	Location	—	—	Accuracy_Boost, kDamage_Boost, kEnduranceDiscount_Boost, kKnockback_Boost, kRes_Damage_Boost	Summon Battle Drones
Construct one to three Battle Drones (depending on your level) to do your bidding. Drones start out with only basic weaponry, but can be upgraded with heavier energy weapons. Drones can Super Leap. You may only have 3 Drones under your control at any given time. If you attempt to construct more Drones, you can only replace the ones you have lost in battle. If you already have three, the power will fail. Recharge: Very Long										
Pulse Rifle Burst	Click	Foe	10.66	1.87	8	Character	—	—	Accuracy_Boost, kDamage_Boost, kRecharge_Boost, kEnduranceDiscount_Boost, kRange_Boost, kKnockback_Boost	Ranged, High (Energy/Smash), Foe Knockback
This high powered laser pulse from your Pulse Rifle takes more energy to fire, but causes much more damage than a standard pulse and has a very good chance to send your foes flying. Damage: Moderate, Recharge: Fast										
Equip Robot	Click	MyPet	16.25	2.03	6	Character	—	—	Recharge_Boost, kEnduranceDiscount_Boost, kRange_Boost	Ranged, Equip Robot Henchman
Equip your Robots with the latest gear and weaponry. This power permanently bestows new powers and abilities to one Robot Henchman. The powers gained are unique and dependant upon the target Robot Henchman that is Equipped. This power only works on your Robot Henchmen and you can only Equip any given Robot Henchman once. Recharge: Slow										
Photon Grenade	Click	Foe	18.98	1.87	16	Sphere	15	10	Accuracy_Boost, kDamage_Boost, kRecharge_Boost, kEnduranceDiscount_Boost, kRange_Boost, kStunned_Boost	Ranged (Targeted AoE), Moderate DMG(Energy/Smash), Disorient
Launches an Energy Grenade at long range from your Pulse Rifle. The energy from this explosion can Disorient some targets in the affected area. Damage: Moderate, Recharge: Slow										
Protector Bots	Click	Caster	19.5	2.03	90	Location	—	—	Accuracy_Boost, kDamage_Boost, kEnduranceDiscount_Boost, kKnockback_Boost, kBuff_Defense_Boost, kHeal_Boost, kStunned_Boost, kDebuff_ToHit_Boost, kRes_Damage_Boost	Summon Protector Bot
You can summon one to two powerful Protector Bots (depending on your level). Protector Bots can defend your army by placing Force Fields on you and your allies. They can even be equipped to repair your other Robot Henchmen. Make no mistake though, the best defense is a good offense, and Protector Bots are well equipped with energy weapons. You may only have 2 Protector Bots under your control at any given time. If you attempt to summon more Protector Bots, you can only replace the ones you have lost in battle. If you already have two, the power will fail. Recharge: Very Long										
Repair	Click	MyPet	16.25	2.03	120	Character	—	—	EnduranceDiscount_Boost, kRange_Boost, kRecharge_Boost, kRecovery_Boost	Heal Robot
You can release a small swarm of nanites that can Repair one Robot Henchmen to full health and restores some of its Endurance. This power only works on your Robot Henchmen. Recharge: Slow										

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ROBOTICS CONT.

POWER NAME	ACTIVATION TYPE	WHO?	END COST	CAST TIME	RECHARGE TIME	EFFECT AREA	RADIUS	MAX # OF TARGETS	ENH TYPES	POWER TYPE
Assault Bot	Click	Caster	19.5	2.03	90	Location	—	—	Accuracy_Boost, kDamage_Boost, kEnduranceDiscount_Boost, kKnockback_Boost, kStunned_Boost, kRes_Damage_Boost	Summon Assault Bot
Builds one massive Assault Bot. Simply put, the Assault Bot is a killing machine. There is nothing subtle about its weaponry. You may only have 1 Assault Bot under your control at any given time. If you attempt to summon another Assault Bot, the power will fail. Recharge: Very Long										
Upgrade Robot	Click	MyPet	22.75	2.03	60	Character	—	—	Recharge_Boost, kEnduranceDiscount_Boost, kRange_Boost	Ranged, Upgrade Robot Henchman
Upgrade Robot will permanently bestow the most powerful and high-tech gear and weaponry to one Robot Henchman. The Upgraded Robot will gain new abilities, powers and weapons. The powers gained are unique and dependant upon the target Robot Henchmen that is Upgraded. This power only works on your Robot Henchman and you can only Upgrade any given Robot Henchman once. Recharge: Very Slow										

SECONDARY POWERS

DARK MIASMA

POWER NAME	ACTIVATION TYPE	WHO?	END COST	CAST TIME	RECHARGE TIME	EFFECT AREA	RADIUS	MAX # OF TARGETS	ENH TYPES	POWER TYPE
Twilight Grasp	Click	Foe	9.75	2.37	8	Character	—	—	Recharge_Boost, kEnduranceDiscount_Boost, kRange_Boost, kAccuracy_Boost, kDebuff_ToHit_Boost, kHeal_Boost	Ranged, Foe -Acc -DMG, Team Heal
You channel Negative Energy from the Netherworld through yourself to a targeted foe. Twilight Grasp drains the power from that target and slowly transfers it to you and all nearby allies. The targeted foe's Accuracy and damage are reduced, while you and your nearby allies are healed. Recharge: Moderate										
Tar Patch	Click	Caster	9.75	3.1	90	Location	—	—	Recharge_Boost, kEnduranceDiscount_Boost, kRange_Boost, kSlow_Boost	Ranged (Location AoE), Target -Speed, -Res, -Fly
Drops a large patch of viscous Negative Energy which dramatically slows down enemies that run through it and reduces their damage resistance. Affected targets stuck in the Tar Patch cannot jump or fly. Recharge: Slow										
Darkest Night	Toggle	Foe	0.325	3.17	10	Sphere	25	16	Recharge_Boost, kEnduranceDiscount_Boost, kRange_Boost, kDebuff_ToHit_Boost	Toggle: Ranged (Targeted AoE), Foe -DMG -ACC
While active, you channel Negative Energy onto a targeted foe. Darkest Night decreases the damage potential and Accuracy of the target, and all foes nearby, as long as you keep the power active. Recharge: Slow										
Howling Twilight	Click	Foe	32.5	3.17	180	Sphere	15	16	Recharge_Boost, kEnduranceDiscount_Boost, kSlow_Boost, kStunned_Boost, kDamage_Boost, kRange_Boost	Ranged (AoE), Minor DMG(Negative), Target Slow, -Recharge, Disorient, Ally Rez
Activating this power channels the power of the Netherworld to weaken your foes, in an attempt to revive all nearby fallen allies. You must stand near your defeated allies to revive them, then select a foe. The selected foe and all nearby foes will be Slowed, Disoriented, and drained of some life. Revived allies will have full Hit Points and Endurance and will suffer no ill effects. Recharge: Very Long										
Shadow Fall	Toggle	Friend, kCaster	0.325	2.03	15	Sphere	40	—	EnduranceDiscount_Boost, kRecharge_Boost, kBuff_Defense_Boost, kRes_Damage_Boost	Toggle: PBAoE, Team Stealth, +DEF(All), +Res(Energy, Negative, Psionics, Fear)
Envelops you and your nearby teammates in a shroud of darkness. Shadow Fall does not grant Invisibility, but it does make you harder to detect. Even if you are discovered, Shadow Fall grants a bonus to Defense bonus to all attacks and Resistance to Fear, while reducing Energy, Negative Energy, and Psionic Damage. You cannot use any other Concealment type power while using Shadow Fall. Recharge: Slow										
Fearsome Stare	Click	Foe	10.66	2.03	40	Cone	70	16	Accuracy_Boost, kRecharge_Boost, kEnduranceDiscount_Boost, kDebuff_ToHit_Boost, kFear_Boost, kRange_Boost	Ranged (Cone), Foe Fear, -ACC
Instills tremendous Fear within a cone area in front of you, causing all affected targets to tremble in Terror uncontrollably. Recharge: Slow										
Petrifying Gaze	Click	Foe	9.75	1.67	16	Character	—	—	Accuracy_Boost, kRecharge_Boost, kEnduranceDiscount_Boost, kRange_Boost, kHold_Boost	Ranged Hold
Petrifies a single targeted foe with a terrifying gaze. The victim is Held and defenseless. Recharge: Slow										
Black Hole	Click	Foe	16.25	1.03	120	Sphere	20	16	Accuracy_Boost, kRecharge_Boost, kEnduranceDiscount_Boost, kRange_Boost, kIntangible_Boost	Ranged (Targeted AoE), Foe Intangible
Opens up a Black Hole to the Netherworld that temporarily pulls in all foes within its grasp. The victims become phase shifted and are completely intangible. They are hard to see, and cannot affect or be affected by those in normal space. Recharge: Slow										
Dark Servant	Click	Caster	32.5	3.17	500	Location	—	—	Recharge_Boost, kEnduranceDiscount_Boost, kDebuff_ToHit_Boost, kHeal_Boost, kHold_Boost, kAccuracy_Boost, kImmobilized_Boost	Summon Dark Servant: Ranged Debuff Special
Summons a Dark Servant to your aid. The Dark Servant possesses an assortment of dark powers to weaken your foes. The summoned entity is not a willing servant, and it is only your power that binds it in this realm. The Dark Servant can be buffed and healed. Recharge: Very Long										

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FORCE FIELD

POWER NAME	ACTIVATION TYPE	WHO?	END COST	CAST TIME	RECHARGE TIME	EFFECT AREA	RADIUS	MAX # OF TARGETS	ENH TYPES	POWER TYPE
Force Bolt	Click	Foe	6.5	1.10	4	Character	—	—	Accuracy_Boost, kDamage_Boost, kRecharge_Boost, kEnduranceDiscount_Boost, kRange_Boost, kKnockback_Boost	Ranged, Minor DMG(Smash), Foe Knockback
Discharges a bolt of force that knocks down foes and deals some Smashing Damage. Damage: Minor, Recharge: Fast										
Deflection Shield	Click	Friend	9.75	2.07	2	Character	—	—	EnduranceDiscount_Boost, kBuff_Defense_Boost, kRange_Boost, kRecharge_Boost	Ranged, Ally +DEF(Smash, Lethal, Melee), Res(Toxic)
Dramatically protects an ally from Smashing, Lethal and Melee attacks for a limited time. Also reduces Toxic damage. You cannot stack multiple Deflection Shields on the same target; however, the shield can be improved by another ally using the same power. Can also be used in conjunction with your Insulation Shield. You cannot use this power on yourself. Recharge: Very Fast										
Insulation Shield	Click	Friend	9.75	2.07	2	Character	—	—	EnduranceDiscount_Boost, kBuff_Defense_Boost, kRange_Boost, kRecharge_Boost	Ranged, Ally +DEF(Fire, Cold, Energy, Negative, Ranged), Res (End Drain)
Dramatically protects an ally from Fire, Cold, Energy, Negative Energy and Ranged attacks for a limited time. The Insulation also protects the target from Endurance Draining effects. You cannot stack multiple Insulation Shields on the same target; however, the shield can be improved by another ally using the same power. Can also be used in conjunction with your Deflection Shield. You cannot use this power on yourself. Recharge: Very Fast										
Detention Field	Click	Foe	13	2.07	60	Character	—	—	Accuracy_Boost, kEnduranceDiscount_Boost, kRange_Boost, kRecharge_Boost	Ranged, Foe Capture (Special)
Encases a targeted foe in a Detention Force Field. The captured target cannot be harmed, is Immobilized, and cannot attack or aid his allies. The target can, however, use powers on himself. Recharge: Slow										
Personal Force Field	Toggle	Caster	0.1625	2.03	15	Character	—	—	Recharge_Boost, kEnduranceDiscount_Boost, kBuff_Defense_Boost	Toggle: Self +Def, Res(All)
The Personal Force Field is almost impenetrable to all attacks, even Psionics, although attacks from more powerful foes may get through more easily. Personal Force Field will also reduce the damage of any attacks that do get through. The Personal Force Field works both ways; while it is active, you can only use powers that affect yourself. This includes your inherent power, Hegemony, will no longer buff your Henchmen. Cannot be used with Rest. Recharge: Slow										
Dispersion Bubble	Toggle	Friend, kCaster	0.325	1.07	15	Sphere	25	—	Recharge_Boost, kEnduranceDiscount_Boost, kBuff_Defense_Boost	Toggle: PBAoE, Team +DEF, +Res(Hold, Immobilize, Disorient)
Creates a large bubble which protects all allies inside. While active, the Dispersion Bubble gives all allies within increased Defense against all attacks including Psionic and Area of Effect attacks. The Dispersion Bubble also protects allies from Immobilization, Disorient, and Hold effects. Recharge: Slow										
Repulsion Field	Toggle	Foe	0.4875	2.03	20	Sphere	7	—	Recharge_Boost, kEnduranceDiscount_Boost, kKnockback_Boost	Toggle: PBAoE Knockback
This Toggle power creates a field that violently repels nearby foes. Each foe that is repelled costs you additional Endurance. Recharge: Slow										
Repulsion Bomb	Click	Foe	13	3.07	10	Sphere	12	—	Accuracy_Boost, kRecharge_Boost, kEnduranceDiscount_Boost, kRange_Boost, kKnockback_Boost, kStunned_Boost	Ranged (Targeted Ally AoE), Foe Knockback, Disorient
Projects an expanding Force Bubble around an ally that knocks down and Disorients nearby foes. This power cannot be used on yourself. Recharge: Slow										
Force Bubble	Toggle	Foe	0.2145	1.07	15	Sphere	50	—	Recharge_Boost, kEnduranceDiscount_Boost	Toggle: PBAoE Foe Repel, Knockdown
Creates a large bubble which protects all allies inside. While active, this power keeps all foes at bay, protecting all allies inside from melee or short ranged attacks. More powerful foes may be able to penetrate the Force Bubble, buy may slip and get knocked down and forced back if they try. Recharge: Slow										

POISON

POWER NAME	ACTIVATION TYPE	WHO?	END COST	CAST TIME	RECHARGE TIME	EFFECT AREA	RADIUS	MAX # OF TARGETS	ENH TYPES	POWER TYPE
Alkaloid	Click	Friend	16.25	1.53	4	Character	—	—	EnduranceDiscount_Boost, kHeal_Boost, kRange_Boost, kRecharge_Boost	Ally Heal, +Res(Toxic)
When used correctly, poisons can be used to heal, as well as harm. Alkaloid consists of just the right amount of amino acids to safely heal a single targeted ally. The healed target is also left with some resistance to Toxic Damage (This Toxic Damage Resistance cannot be Enhanced). You cannot use this power to heal yourself. Recharge: Fast										
Envenom	Click	Foe	13	1.33	12	Character	—	—	Accuracy_Boost, kEnduranceDiscount_Boost, kRange_Boost, kRecharge_Boost, kDebuff_Defense_Boost	Ranged Foe -RES, -DEF, -Regen, -Heal
You Envenom your foe with a nasty poison. The toxin directly attacks the immune system, reducing the affected targets Defense, Damage Resistance and Hit Point Regeneration Rate. The poison is so potent, that the target actually responds less to Healing while affected by the poison. Recharge: Slow										
Weaken	Click	Foe	13	2.07	16	Character	—	—	Recharge_Boost, kEnduranceDiscount_Boost, kRange_Boost, kDebuff_ToHit_Boost	Ranged Foe -DMG -ACC, -Special
You poison a single foe with a venom that significantly Weakens their strength. The affected targets Accuracy and Damage output is severely reduced. Additionally, the affected targets secondary power effects are all weakened. The targets powers effects like Heals, Defense Buffs, Endurance Drains, Disorients, Holds, Immobilizes, Knockbacks and more, are all weakened.										
Neurotoxic Breath	Click	Foe	13	2.67	30	Cone	60	16	Accuracy_Boost, kRecharge_Boost, kEnduranceDiscount_Boost, kRange_Boost, kSlow_Boost	Ranged (Cone), Foe -SPD, -Recharge
You can breath a cone of Neurotoxin gas that quickly start to anesthetize any nearby foes. Affected targets may choke on the gas as their movement and attack rate are severely reduced. Recharge: Slow										





POISON CONT.

POWER NAME	ACTIVATION TYPE	WHO?	END COST	CAST TIME	RECHARGE TIME	EFFECT AREA	RADIUS	MAX # OF TARGETS	ENH TYPES	POWER TYPE
Elixir of Life	Click	DeadPlayer	32.5	1.83	180	Character	—	—	Recharge_Boost, kEnduranceDiscount_Boost, kRange_Boost, kRecovery_Boost, kRes_Damage_Boost	Close, Ally Rez, Special
With this Elixir, you can revive a fallen ally and turn him into a killing machine. The revived target has increased damage, Accuracy, Endurance recovery, and attack speed, and gains a resistance to Toxic damage. A brew of this sort is not without its side effects. The revived target will soon become very sick and severely weak after about 90 seconds. All effects of the Elixir will eventually wear off. Elixir of Life can only be used on Players and cannot be used on your Henchmen. Recharge: Very Long										
Antidote	Click	Friend	6.5	1.53	4	Character	—	—	Recharge_Boost, kEnduranceDiscount_Boost, kRange_Boost, kRes_Damage_Boost	Ally +Res(Disorient, Hold, Sleep, Immobilize, Slow, Toxic)
This Antidote can free an ally from any Disorient, Hold, Sleep, Slow and Immobilize effects and leaves them resistant to such effects for a good while. The Antidote also grants the target some resistance to Toxic damage. Some of the effects of this power will improve with Multiple applications and as you advance in level. Recharge: Fast										
Paralytic Poison	Click	Foe	9.75	2	16	Character	—	—	Accuracy_Boost, kRecharge_Boost, kEnduranceDiscount_Boost, kRange_Boost, kHold_Boost	Ranged Hold
This Paralytic Poison viciously attacks a foe's nervous system and can leave an affected target completely Held and defenseless. Recharge: Slow										
Poison Trap	Click	Caster	16.25	0	60	Character	—	—	Accuracy_Boost, kRecharge_Boost, kEnduranceDiscount_Boost, kSleep_Boost, kEndurance_Drain_Boost	Place Trap: PBAoE Foe Sleep, -END
You can build a Poison Trap on the ground. Any foes that pass near the Poison Trap will cause it to detonate and release its toxic vapors. The poison is a knock-out gas, and any foes in the affected area may be drained of much of their Endurance and quickly put it to Sleep. The trap is almost impossible to detect, but it is fragile and may be set off by an enemy's explosion. Even if destroyed, the Trap will detonate. Recharge: Long										
Noxious Gas	Click	MyPet	22.75	2.07	300	Character	—	—	Recharge_Boost, kEnduranceDiscount_Boost, kRange_Boost	Ranged (Infect Henchman); Foe -RES, -DEF, -ACC, -Res, +Special
You can infect one of your Henchmen, surrounding him with a Noxious Gas. All foes near the infected Henchmen will be overcome with the Noxious Gas. Their Defense, Accuracy, Damage and Damage resistance will all be reduced. Additionally, there is a chance than any affected humanoid enemy will become violently ill. Even the mightiest foe will stop dead in their tracks, and left helpless as he empties the contents of his stomach. Recharge: Very Slow										

TRAPS

POWER NAME	ACTIVATION TYPE	WHO?	END COST	CAST TIME	RECHARGE TIME	EFFECT AREA	RADIUS	MAX # OF TARGETS	ENH TYPES	POWER TYPE
Web Grenade	Click	Foe	9.75	1.37	4	Character	—	—	Accuracy_Boost, kRecharge_Boost, kEnduranceDiscount_Boost, kImmobilized_Boost, kRange_Boost	Ranged, Target Immobilize, -Recharge, -Fly
Upon impact, the Web Grenade expels a strong, tenuous, and very sticky substance that can Immobilize most targets. This non-lethal device deals no damage and does not prevent targets from attacking, although their attack rate is Slowed. The Web can bring down flying entities and halts jumping. Recharge: Fast										
Caltrops	Click	Caster	9.75	1.07	45	Location	—	—	Recharge_Boost, kEnduranceDiscount_Boost, kRange_Boost, kDamage_Boost, kSlow_Boost	Ranged (Location AoE), Minor DoT(Lethal), Foe -Speed You toss a
handful of Caltrops at a targeted location and spread the tiny metal spikes over a large area. Any enemy that pass over the Caltrops will be forced to move at a slower rate. They will also take some trivial Lethal damage over time. Damage: Minor(DoT), Recharge: Slow										
Triage Beacon	Click	Caster	13	2.17	200	Character	—	—	Recharge_Boost, kEnduranceDiscount_Boost, kHeal_Boost	Place Beacon: PBAoE Heal
You can plant a Triage Beacon into the ground. The Beacon is immobile, but it emits a powerful healing aura. The Regeneration Rate of you, or your allies, will be greatly increased as long as you are near the Triage Beacon. The Beacon is invulnerable. Recharge: Very Long										
Acid Mortar	Click	Caster	16.25	2.17	90	Character	—	—	Accuracy_Boost, kRecharge_Boost, kEnduranceDiscount_Boost, kDamage_Boost, kDebuff_Defense_Boost	Place Trap: Ranged (AoE), Minor DoT(Toxic), Foe -Res(All), -DEF
You can place a small Mortar on the ground. If an enemy passes nearby, the Mortar will fire an Acid grenade at the target. The grenade will explodes in a small shower of acid on impact. This acid eats through armor, causing minor damage over time. It reduces the target's Defense as well as his Damage Resistance. The mortar will last up to 60 seconds and will fire up to 10 grenades. It can be destroyed by your foes. Damage: Minor(DoT), Recharge: Slow										
Force Field Generator	Click	Caster	16.25	2.03	15	Location	—	—	Recharge_Boost, kEnduranceDiscount_Boost, kBuff_Defense_Boost	Place Drone: PBAoE, Team +DEF, +Res(Hold, Immobilize, Disorient)
You can build a Force Field Generator Drone. The Drone will generate a Dispersion Bubble that gives all nearby allies increased Defense against all attacks including Psionic. The Dispersion Bubble also protects allies from Immobilization, Disorient, and Hold effects. The Done will follow you and can be buffed and healed or even destroyed like any friendly entity. However, the Drone is not a Henchman and cannot be given commands. You can only ever have one Force Field Generator. Recharge: Very Slow										
Poison Trap	Click	Caster	16.25	2.17	90	Character	—	—	Recharge_Boost, kEnduranceDiscount_Boost, kHold_Boost, kSlow_Boost	Place Trap: PBAoE Foe Choke, Vomit, -Regen, -Recharge You can build a
Poison Gas Trap on the ground. Any foes that pass near the Poison Trap will cause it to detonate and release its toxic vapors. The poison is a very noxious gas, and any foes in the affected area may start to choke or even vomit. Affected Foes Regeneration rate and attack rate will be reduced as well. The trap is almost impossible to detect, but it is fragile and may be set off by an enemy's explosion. Even if destroyed, the Trap will detonate. Recharge: Long										
Seeker Drones	Click	Caster	19.5	2.03	90	Location	—	—	Accuracy_Boost, kDamage_Boost, kEnduranceDiscount_Boost, kRecharge_Boost, kDebuff_ToHit_Boost, kStunned_Boost, kRange_Boost	Summon Seekers: Ranged Disorient, -DMG, -ACC, -Perception, Low DMG (Energy)
You create two Seeker Drones. These Seeker Drones will follow you until they detect an enemy and then they will zero in on their targets and detonate on impact. The small explosive flash of energy does only minor damage, but the concussion can weaken foes. Affected targets will have reduced Damage, Accuracy and Perception and may even be Disoriented for a short while. You can only ever have Two Seeker Drones out at one time and they can be destroyed by your foes. Recharge: Long										

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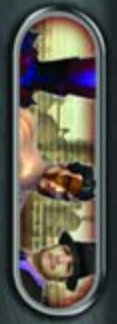
TRAPS CONT.

POWER NAME	ACTIVATION TYPE	WHO?	END COST	CAST TIME	RECHARGE TIME	EFFECT AREA	RADIUS	MAX # OF TARGETS	ENH TYPES	POWER TYPE
Trip Mine	Click	Caster	16.25	0	20	Character	—	—	Accuracy_Boost, kRecharge_Boost, kEnduranceDiscount_Boost, kDamage_Boost, kKnockback_Boost	Place Mine: PBAoE, Superior DAM(Lethal/Fire)
You can place a Trip Mine on the ground. Any foes that pass near the Trip Mine will cause it to explode, severely damaging all nearby foes and sending them flying. The Trip Mine is almost impossible to detect, but it is fragile and may be set off by an enemy's explosion. Even if destroyed, the Trip Mine will detonate. Setting a mine is delicate work, and if you are interrupted, you will fail. Damage: Superior, Recharge: Slow										
Detonator	Click	MyPet	32.5	2.03	600	Character	—	—	Accuracy_Boost, kRecharge_Boost, kEnduranceDiscount_Boost, kDamage_Boost, kKnockback_Boost, kRange_Boost	Sacrifice Henchman, PBAoE, Extreme DAM(Lethal/Fire) A good
Mastermind means always plans ahead, but a great one knows when to make a strategic sacrifice. You have equipped all your Henchmen with explosives. When the time is right, select a Henchman and set off the Detonator. Undead and Robots are easily rigged and will blow up instantly, devastating nearby enemies. Ninjas, Soldiers and other free thinking Henchmen will try to place the explosive on the ground and get away. But you know. the fuse is short. Recharge: Very Long										

TRICK ARROW

POWER NAME	ACTIVATION TYPE	WHO?	END COST	CAST TIME	RECHARGE TIME	EFFECT AREA	RADIUS	MAX # OF TARGETS	ENH TYPES	POWER TYPE
Entangling Arrow	Click	Foe	6.5	2.17	4	Character	—	—	Accuracy_Boost, kRecharge_Boost, kEnduranceDiscount_Boost, kImmobilized_Boost, kRange_Boost	Ranged, Target Immobilize, -Fly
Upon impact, the Entangling Arrow releases a strong net that can Immobilize most targets. This non-lethal device deals no damage and does not prevent targets from attacking. The Entangling Arrow can bring down flying entities and halts jumping. Entangle Arrow has a fairly low Endurance cost and a bonus to its Accuracy. Recharge: Fast										
Flash Arrow	Click	Foe	9.75	3.33	15	Sphere	35	16	Recharge_Boost, kEnduranceDiscount_Boost, kDebuff_ToHit_Boost, kAccuracy_Boost	Ranged (Targeted AoE), Foe -Visibility, -ACC
This arrow explodes in a dazzling flash of light and sound. The targets are so blinded that they can hardly see a thing. Most foes will not be able to see past normal melee range, although some may have better perception. If the foes are attacked, they will be alerted to your presence, but will suffer a penalty to Accuracy. Recharge: Slow										
Glue Arrow	Click	Foe	9.75	2.67	120	Character	—	—	Recharge_Boost, kEnduranceDiscount_Boost, kRange_Boost, kSlow_Boost	Ranged (Location AoE), Foe -Speed, -Recharge
This arrow carries a cartridge of intensely sticky glue, which explodes on impact. The glue Slows the movement and attack rates of any foes in the area. Damage: Recharge: Slow										
Ice Arrow	Click	Foe	10.66	3.33	18	Character	—	—	Accuracy_Boost, kRecharge_Boost, kEnduranceDiscount_Boost, kRange_Boost, kHold_Boost, kSlow_Boost	Ranged, Foe Hold, -SPD, -Recharge
This arrow can freeze a single foe in a block of ice. The target is frozen solid, helpless, and can be attacked. More powerful foes may not be Held, but all affected targets will be Slowed. Recharge: Moderate										
Poison Gas Arrow	Click	Foe	13	2.67	45	Character	—	—	Recharge_Boost, kEnduranceDiscount_Boost, kRange_Boost, kSleep_Boost	Ranged (Targeted AoE), Foe -DMG, Sleep
This arrow carries a capsule cloud of poisonous gas, which explodes on impact and weakens all foes in its vicinity. Affected foes damage potential will be severely reduced. Some foes will be react badly to the poison and choke for a time. Recharge: Slow										
Acid Arrow	Click	Foe	9.75	3.33	20	Sphere	8	16	Accuracy_Boost, kEnduranceDiscount_Boost, kRange_Boost, kRecharge_Boost, kDebuff_Defense_Boost, kDamage_Boost	Ranged (AoE) Minor DoT(Toxic), Foe -Res(All), -DEF
This arrow explodes in a small shower of acid on impact. This acid eats through armor, causing damage over time. It reduces the target's Defense as well as his Damage Resistance. Damage: Minor, Recharge: Slow										
Disruption Arrow	Click	Caster	18.2	2.67	120	Location	—	—	EnduranceDiscount_Boost, kRes_Damage_Boost, kRange_Boost, kRecharge_Boost	Ranged (Location AoE), -Res(All)
This arrow plants a sonic resonator at a target location. The vibrations of the resonator weaken the Damage Resistance of all nearby foes. Recharge: Long										
Oil Slick Arrow	Click	Caster	19.5	2.67	180	Location	—	—	Recharge_Boost, kEnduranceDiscount_Boost, kSlow_Boost, kDebuff_Defense_Boost, kDamage_Boost	Ranged (Location AoE), Knockdown, -Speed, -DEF, +Special
On impact, this arrow creates an oil slick that Slows foes in the area and may cause them to slip and fall. The oil slick is very flammable and may burst into flames if fire is used near it. Recharge: Long										
EMP Arrow	Click	Foe	29.25	3.33	300	Sphere	35	16	Accuracy_Boost, kRecharge_Boost, kEnduranceDiscount_Boost, kHold_Boost, kEndurance_Drain_Boost	PBAoE, Foe Hold, Special vs. Robots, Self -Recovery
This arrow can unleash a massive pulse of electromagnetic energy on impact. This EMP can affect machines, and is even powerful enough to affect synaptic brain patterns. It will incapacitate all foes in its radius. Additionally, most machines and robots will take moderate high damage. However, this power uses a lot of Endurance and leaves you unable to recover Endurance for a while. Recharge: Very Long										





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THE CORRUPTOR

NUKE-A-RAMA

Primary Power Set: Ranged
Secondary Power Set: Buff

So you like to make things go boom, eh? Then, you're in luck: That's the primary job of Corruptors in the super-villain hierarchy—and they excel at it. Corruptors are range-based nuke tossers, and their entire goal is to lay waste to mobs in the shortest span of time possible. They're unrivaled in dealing damage. Stalkers do more in one swipe than Corruptors, but over the long haul, the Corruptor is the master of carnage.

Smart Corruptors let others handle the aggro while they hang back, tossing their special brand of death from relative safety. They are particularly effective once their companions have softened up their foes, due to their Scourge ability. In short, when a target is at 50% health, the Corruptor has a chance to Scourge, gradually increasing until it occurs automatically at 10% Health.

The Corruptor's Achilles Heel is his low hit points and lack of direct defensive powers. At range, he's a Master of Disaster. Get inside his reach though and it's a quick trip to the hospital. If your Corruptor gets tangled up with a large mob, make a run for the nearest safe spot and break line of sight so they can't shoot you in the back.

Few things beat laying down mad nukes and burning, torching, or irradiating foes to death. The Corruptor does not play by subtlety, so cut loose and let interlopers beware....



CORRUPTOR PROS

- Damage is the Corruptor's forte—and at a safe distance, to boot.
- If you like bright lights and big explosions you can stop looking at other Archetypes now, as the Corruptor is a nuke factory waiting to explode.
- Great for groups as they can sit to the rear and shell incoming enemies with near impunity depending on team makeup.
- Massive variety in build types makes for a very wide array of play styles to experiment with depending on power sets chosen.

CORRUPTOR CONS

- Corruptors, like other non-melee Archetypes, have the consistency of cotton candy and go down quickly if attacked by more than a few foes at once.
- Most Corruptor powers take some time to use, so if you can't keep the ground between you and enemies wide open you'll find yourself running for cover more often than not.
- Corruptors are fine for soloing as long as you're willing to strike and run when the payback gets too heavy.

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BUILDING A FIRE BLAST—RADIATION EMISSION CORRUPTOR

Corruptors are about doing as much damage as fast as they can. Their power pools come with a wide range of attacks, from long-range shots to up-close-and-personal attacks. Their only defenses are minimal crowd-control powers. This sample build uses the most effective power pool for debuffing. Radiation Emission combined with the fast damage of Fire Blast makes a lethal combination. This is what being a Corruptor is all about.

Primary Powers—Ranged: Fire Blast
Secondary Powers—Support: Radiation Emission

DEFAULT ABILITIES

Level 1
Free Default Ability: Brawl
Slot: Damage
Free Default Ability: Sprint
Slot: Run Speed

Level 2
Free Default Ability: Rest
Slot: Recharge Reduction

POWERS

Level 1
New Primary Power: Fireblast
Slot: Accuracy
New Secondary Power: Radiant Aura
Slot: Recharge Reduction

Level 2
New Secondary Power:
Radiation Infection
Slot: To Hit Debuff

Level 3
Two Additional Slots
Fireblast: Damage
Radiation Infection: To Hit Debuff

Level 4
New Primary Power: Fireball
Slot: Accuracy

Level 5
Two Additional Slots
Radiation Infection: Defense Debuff (2x)

Level 6
New Secondary Power:
Accelerate Metabolism
Slot: Recharge Reduction

Level 7
Two Additional Slots
Accelerate Metabolism:
Recharge Reduction (2x)

Level 8
New Primary Power: Fire Breath
Slot: Accuracy

Level 9
Two Additional Slots
Fireball: Damage
Fire Breath: Damage

Level 10
New Fitness Power: Swift
Slot: Run Speed

Level 11
Two Additional Slots
Accelerate Metabolism:
Recharge Reduction (2x)

Level 12
New Leaping Power: Combat Jumping
Slot: Defense Buff

Level 13
Two Additional Slots
Radiant Aura: Heal (2x)

Level 14
New Leaping Power: Super Jump
Slot: Jump

Level 15
Two Additional Slots
Fireball: Recharge Reduction
Fire Breath: Recharge Reduction

Level 16
New Fitness Power: Health
Slot: Healing

Level 17
Two Additional Slots
Fireball: Damage
Fire Breath: Damage

Level 18
New Primary Power: Blaze
Slot: Accuracy

Level 19
Two Additional Slots
Fireball: Recharge Reduction
Fire Breath: Damage

Level 20
New Fitness Power: Stamina
Slot: Endurance Recovery

Level 21
Two Additional Slots
Stamina: Endurance Recovery (2x)

Level 22
New Secondary Power:
Enervating Field
Slot: Endurance Reduction

Level 23
Two Additional Slots
Stamina: Endurance Recovery
Enervating Field:
Endurance Reduction

Level 24
New Speed Power: Hasten
Slot: Recharge Reduction

Level 25
Two Additional Slots
Hasten: Recharge Reduction (2x)

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LEVELING AND HUNTING STRATEGIES

SOLO

Levels 1–10

In your early levels, you're highly dependent on Radiation Infection and your ability to fight within its cover. You have a some good attack power with Fireblast, Fire Ball, and Fire Breath. Radiation Infection (RI) is the key to your survival—it's an area of effect debuff that's anchored on an enemy target and spreads. Any foes caught in the cloud have their Accuracy and defense greatly reduced, so you can avoid many of their attacks and retaliate with greater Accuracy.

The key to using RI is to approach a group of equal level, hit one target with it, then rush the group and attack the other targets while in the cloud. If it's done correctly, you should be able to keep the pack you're fighting within the debuff area and take little to no damage.

Radiant Aura gives you a small bit of healing, but it's better to carry extra healing Inspirations. Hunt groups of 3–5 equal level foes and you should be safe. When you are in combat, make sure Sprint is off to conserve endurance, since RI drains a little endurance every second it's up.

Corner trapping is a good means of gathering loose enemies into the attack's range while minimizing the risk to you. Be careful not to be caught in the middle of a pack when your endurance is about to run out or else you'll take massive damage if RI drops and you're unable to escape.

Levels 11–20

Six-slot Radiation Infection, since you'll be using it for your entire career as a Villain. It is too great a debuff not to use. At these levels you're adding some more attack to your arsenal but you are mainly working toward your travel power and stamina, which is a must have for Corruptors, since they use up endurance very quickly. Use Blaze to take out lieutenants or bosses, as it does massive damage at short range to a single target.

Levels 21–30

These levels are much like the previous, with your powers reaching their full potential. You've got a good array of powerful attacks and you can run RI with Enervating Field to substantially boost the damage you and your teammates do. Continue to use Hasten in conjunction with Accelerated Metabolism to quickly recharge all of your powers, which allows you to efficiently move from one pack to the next. The Leadership powers you pick up are more to benefit grouping since the endurance drain competes heavily with your own attacks. Test your limits by tackling tougher groups and master reacting to danger with your hold powers.

Levels 31–40

At these levels you're getting the leadership buffs to boost the effectiveness of your attacks as well as bolstering your defense. Use EMP Pulse if things start looking bad; it's a great area of effect hold, but its long recharge time won't let you have it every time you want to engage the enemy. Use Aim if you're attacking enemies at higher levels than you to give you that momentary bonus in Accuracy and damage.

DUOS

When choosing an Archetype to duo with, we recommend the following partners in order of descending preference.

Levels 1–20

1. **Brute/Mastermind:** In these early stages, you'll need someone to hold the attention of your enemies while you pick them off from a distance. Brutes are best at this, but Masterminds and their pets can do a sufficient job as well.
2. **Stalker/Corruptor:** This is just a killing spree, essentially doing as much damage as you can to as many foes as you can, in the fastest time possible. There's little aggro management, but at this early stage, you won't need it. Plus, Radiation Infection's debuffs will keep you safe.
3. **Dominator:** Dominators are great companions. Let them root your targets so they can't harm you, while you blast away from a distance. Some Dominators also offer heals if they have certain power sets.

Levels 21–40

1. **Brute/Mastermind:** Brutes crave the attention of mobs because it helps them generate Fury. They'll be able to hold aggro while you blast away in safety. Masterminds have a crowd of pets to occupy the enemy while you pick them off.
2. **Dominator:** With great late-game control powers, Dominators can lock down or disorient large groups and make it safe for you to just fire away like the madman you've become. Remember to use Enervating Field to increase your damage since the Dominator will be able to keep your crowds incapacitated.
3. **Stalker/Corruptor:** Late-game enemies are tough, and you need to have some form of aggro management and crowd control. Unfortunately, that's something that these two Archetypes are low on.

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POWER SETS

PRIMARY POWERS

ASSAULT RIFLE

POWER NAME	ACTIVATION TYPE	WHO?	END COST	CAST TIME	RECHARGE TIME	EFFECT AREA	RADIUS	MAX # OF TARGETS	ENH TYPES	POWER TYPE
Burst	Click	Foe	5.2	2.2	4	Character	—	—	Accuracy_Boost, kDamage_Boost, kEnduranceDiscount_Boost, kRange_Boost, kDebuff_Defense_Boost, kRecharge_Boost	Ranged, Moderate DMG(Lethal), Foe -DEF
Quickly fires a Burst of rounds at a single target at very long range. Damage is average, but the fire rate is fast. Can also reduce the target's defense. Damage: Moderate(DoT), Recharge: Fast										
Slug	Click	Foe	8.528	1.87	8	Character	—	—	Accuracy_Boost, kDamage_Boost, kEnduranceDiscount_Boost, kRange_Boost, kKnockback_Boost, kRecharge_Boost	Ranged, High DMG(Lethal), Foe Knockback
Fires a single Slug at a targeted foe. Firing a single Slug is slower than firing a Burst, but deals more damage, is longer range, and can knock down foes. Damage: High, Recharge: Moderate										
Buckshot	Click	Foe	10.192	1.87	8	Cone	40	10	Accuracy_Boost, kDamage_Boost, kRecharge_Boost, kEnduranceDiscount_Boost, kKnockback_Boost, kRange_Boost	Ranged (Cone), Moderate DMG(Lethal), Foe Knockback
Good at close range. Fires a cone of Buckshot pellets and can knock some foes down. Damage: Moderate, Recharge: Moderate										
M30 Grenade	Click	Foe	15.184	1.87	16	Sphere	15	16	Accuracy_Boost, kDamage_Boost, kRecharge_Boost, kEnduranceDiscount_Boost, kRange_Boost	Ranged (Targeted AoE), Moderate DMG(Lethal/Smash), Knockback
Launches a Grenade at long range from beneath the barrel of your Assault Rifle. This explosion affects all within the blast radius, and can knock them back. Damage: Moderate, Recharge: Slow										
Beanbag	Click	Foe	10.192	1.87	20	Character	—	—	Accuracy_Boost, kDamage_Boost, kRecharge_Boost, kEnduranceDiscount_Boost, kRange_Boost, kStunned_Boost	Ranged, Minor DMG(Smash), Foe Disorient
Fires a single non lethal Beanbag that can seriously Disorient a target. Deals little damage and takes a long time to reload, but renders most targets unable to attack for a good while. Damage: Minor, Recharge: Slow										
Sniper Rifle	Click	Foe	14.352	1.87	12	Character	—	—	Accuracy_Boost, kDamage_Boost, kRecharge_Boost, kEnduranceDiscount_Boost, kRange_Boost, kKnockback_Boost, kInterrupt_Boost	Sniper, Extreme DMG(Lethal), Foe Knockback
Sniper Rifle is a powerful piece of hardware. It is very accurate and has a very long range. The impressive round can knock down its target. Like most sniper attacks, you must take your time to aim, so this attack can be interrupted. Damage: Extreme, Recharge: Slow										
Flamethrower	Click	Foe	21.84	3.5	20	Cone	40	10	Accuracy_Boost, kDamage_Boost, kRecharge_Boost, kEnduranceDiscount_Boost, kRange_Boost	Ranged (Cone), Extreme DoT(Fire)
Spews forth a cone of flames from underneath the barrel of your assault rifle, setting foes on fire. Very accurate and very deadly at medium range. Damage: Extreme(DoT) Recharge: Slow										
Ignite	Click	Caster	5.2	4	3	Location	—	—	Accuracy_Boost, kEnduranceDiscount_Boost, kRange_Boost, kRecharge_Boost, kDamage_Boost	Ranged (Targeted AoE), Moderate DoT(Fire)
Sprays a targeted location with accelerant from your flamethrower, igniting the location. Any foes that pass through the flames will be burned. Great for blocking doorways and small passages. Damage: Moderate(DoT), Recharge: Fast										
Full Auto	Click	Foe	15.6	6	60	Cone	80	10	Accuracy_Boost, kDamage_Boost, kRecharge_Boost, kEnduranceDiscount_Boost, kRange_Boost	Ranged (Cone), Superior DMG(Lethal), +Special
Opens up your assault rifle on Full Auto to lay down a massive spray of bullets at your target. Although very slow to reload, damage from this attack is massive, shredding all targets within the narrow cone of effect. There's a chance you may land a lucky shot for extra damage. Damage: Superior(DoT), Recharge: Slow										

DARK BLAST

POWER NAME	ACTIVATION TYPE	WHO?	END COST	CAST TIME	RECHARGE TIME	EFFECT AREA	RADIUS	MAX # OF TARGETS	ENH TYPES	POWER TYPE
Dark Blast	Click	Foe	5.2	1	4	Character	—	—	Accuracy_Boost, kDamage_Boost, kRecharge_Boost, kEnduranceDiscount_Boost, kRange_Boost, kDebuff_ToHit_Boost	Ranged, Moderate DMG(Negative), Foe -ACC
A long range blast of dark energy. Deals moderate Negative Energy damage and reduces the target's Accuracy. Damage: Moderate, Recharge: Fast										
Gloom	Click	Foe	8.528	1.1	8	Character	—	—	Accuracy_Boost, kDamage_Boost, kRecharge_Boost, kEnduranceDiscount_Boost, kRange_Boost, kDebuff_ToHit_Boost	Ranged, High DoT(Negative), Foe -ACC
Gloom slowly drains a target of life, while reducing his Accuracy. Slower than Dark Blast, but deals more damage over time. Damage: High(DoT), Recharge: Moderate										
Moonbeam	Click	Foe	14.352	1.33	12	Character	—	—	Accuracy_Boost, kDamage_Boost, kRecharge_Boost, kEnduranceDiscount_Boost, kRange_Boost, kDebuff_ToHit_Boost, kInterrupt_Boost	Sniper, Superior DMG(Negative), Target -ACC
An extremely long range and accurate beam of Negative Energy that deals tremendous damage and reduces the target's Accuracy. This is a sniper attack, and like most sniper attacks, is best fired from a distance as it can be interrupted. Damage: Extreme, Recharge: Slow										
Dark Pit	Click	Foe	13	1.07	60	Sphere	20	10	Accuracy_Boost, kRecharge_Boost, kEnduranceDiscount_Boost, kRange_Boost, kStunned_Boost	Ranged (Targeted AoE), Foe Disorient
Envelops a targeted foe and any nearby enemies in a pit of Negative Energy. The attack deals no damage, but Disorients all affected foes for a good while. Recharge: Slow										





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DARK BLAST CONT.

POWER NAME	ACTIVATION TYPE	WHO?	END COST	CAST TIME	RECHARGE TIME	EFFECT AREA	RADIUS	MAX # OF TARGETS	ENH TYPES	POWER TYPE
Tenebrous Tentacles	Click	Foe	10.192	1.67	10	Cone	40	10	Accuracy_Boost, kDamage_Boost, kRecharge_Boost, kEnduranceDiscount_Boost, kDebuff_ToHit_Boost, kImmobilized_Boost, kRange_Boost	Ranged (Cone), Moderate DMG(Negative/Smash), Foe Immobilize, -ACC
You can create a cone shaped rift to the Netherworld that allows its native creatures to slip their oily Tentacles into our reality. These creatures will snare all foes within range, Immobilizing them while the Tentacles drain their life and reduce their Accuracy. Recharge: Slow										
Night Fall	Click	Foe	13.104	2	10	Cone	60	10	Accuracy_Boost, kDamage_Boost, kRecharge_Boost, kEnduranceDiscount_Boost, kDebuff_ToHit_Boost, kRange_Boost	Ranged (Cone), Moderate DMG(Negative), Foe -ACC
Unleashes a cone shaped burst of particles from the Netherworld. All targets within the modest range of this power take Negative Energy damage and have a reduced Accuracy. Damage: Moderate(DoT), Recharge: Slow										
Torrent	Click	Foe	14.352	1.03	15	Cone	80	10	Accuracy_Boost, kDamage_Boost, kRecharge_Boost, kEnduranceDiscount_Boost, kDebuff_ToHit_Boost, kKnockback_Boost, kRange_Boost	Ranged (Cone), Minor DMG(Smashing), Foe -ACC, Knockback
You summon a wave of mire that sweeps away foes within its arc. The attack deals minimal Negative Energy damage, but sends foes flying and reduces their Accuracy. Damage: Minor, Recharge: Slow										
Life Drain	Click	Foe	11.96	1.93	15	Character	—	—	Accuracy_Boost, kDamage_Boost, kRecharge_Boost, kEnduranceDiscount_Boost, kRange_Boost, kDebuff_ToHit_Boost, kHeal_Boost	Ranged, Moderate DMG(Negative), Target -ACC, Self +HP
You can tap the power of the Netherworld to steal some life from a target foe and reduce his Accuracy. Some of that stolen life is transferred to you in the form of Hit Points. Damage: Moderate, Recharge: Slow										
Blackstar	Click	Foe	20.8	3	360	Sphere	25	16	Accuracy_Boost, kDamage_Boost, kRecharge_Boost, kEnduranceDiscount_Boost, kDebuff_ToHit_Boost	Close (AoE), Extreme DMG(Negative), Foe -ACC, Self -Recovery
You can unleash a devastating blast of Negative Energy around yourself, dealing massive damage and severely reducing affected foes' Accuracy. This power leaves you drained of Endurance and unable to recover Endurance for a while. Damage: Extreme, Recharge: Very Long										

ENERGY BLAST

POWER NAME	ACTIVATION TYPE	WHO?	END COST	CAST TIME	RECHARGE TIME	EFFECT AREA	RADIUS	MAX # OF TARGETS	ENH TYPES	POWER TYPE
Power Bolt	Click	Foe	5.2	2	4	Character	—	—	Accuracy_Boost, kDamage_Boost, kEnduranceDiscount_Boost, kRange_Boost, kKnockback_Boost, kRecharge_Boost	Ranged, Minor DMG(Energy/Smash), Foe Knockback
A quick attack that rapidly hurls small bolts of energy at foes, sometimes knocking them down. Fast, but little damage. Damage: Minor, Recharge: Fast										
Power Blast	Click	Foe	8.528	1.67	8	Character	—	—	Accuracy_Boost, kDamage_Boost, kRecharge_Boost, kEnduranceDiscount_Boost, kRange_Boost, kKnockback_Boost	Ranged, Moderate DMG(Energy/Smash), Foe Knockback
A much more powerful, yet slower version of Power Bolt. Power Blast sends a focused beam of energy at a foe that can knock him back. Damage: Moderate, Recharge: Moderate										
Energy Torrent	Click	Foe	11.856	1.07	12	Cone	40	10	Accuracy_Boost, kDamage_Boost, kRecharge_Boost, kEnduranceDiscount_Boost, kKnockback_Boost, kRange_Boost	Ranged (Cone), Moderate DMG(Energy/Smash), Foe Knockback
Energy Torrent unleashes a cone of powerful energy that can smash foes and possibly send them flying. Damage: Moderate, Recharge: Slow										
Power Burst	Click	Foe	10.4	2	10	Character	—	—	Accuracy_Boost, kDamage_Boost, kRecharge_Boost, kEnduranceDiscount_Boost, kRange_Boost, kKnockback_Boost	Close, High DMG(Energy/Smash), Foe Knockback
A short range, but devastating attack. Damage: High, Recharge: Slow										
Sniper Blast	Click	Foe	14.352	1.33	12	Character	—	—	Accuracy_Boost, kDamage_Boost, kRecharge_Boost, kEnduranceDiscount_Boost, kRange_Boost, kKnockback_Boost, kInterrupt_Boost	Sniper, Extreme DMG(Energy/Smash), Foe Knockback
A focused blast that can travel great distances with high Accuracy. This is a sniper attack, and is best fired from a distance, as it can be interrupted. Damage: Superior, Recharge: Slow										
Aim	Click	Caster	5.2	1.17	90	Character	—	—	EnduranceDiscount_Boost, kRecharge_Boost, kBuff_ToHit_Boost	Self +ACC, +DMG
Greatly increases the Accuracy of your attacks for a few seconds. Slightly increases damage. Recharge: Long										
Power Push	Click	Foe	8.528	1.1	8	Character	—	—	Accuracy_Boost, kDamage_Boost, kRecharge_Boost, kEnduranceDiscount_Boost, kRange_Boost, kKnockback_Boost	Ranged Minor DMG(Energy/Smash), Foe High Knockback
This ranged attack deals little damage, but sends the target flying for a great distance. Damage: Minor, Recharge: Moderate										
Explosive Blast	Click	Foe	15.184	1.67	16	Sphere	15	16	Accuracy_Boost, kDamage_Boost, kRecharge_Boost, kEnduranceDiscount_Boost, kRange_Boost, kKnockback_Boost	Ranged (Targeted AoE), Moderate DMG(Smash/Energy), Foe Knockback
You hurl a blast of charged energy that violently explodes on impact, damaging all foes near the target. Damage: Moderate, Recharge: Slow										
Nova	Click	Foe	20.8	3	360	Sphere	25	16	Accuracy_Boost, kDamage_Boost, kRecharge_Boost, kEnduranceDiscount_Boost, kKnockback_Boost	PBAoE, Extreme DMG(Energy/Smash), Foe Knockback, Self -Recovery
You can explode in a tremendous blast of energy, sending nearby foes flying. The Nova deals massive damage to all nearby foes, although the damage does vary. Activating this power leaves you drained of Endurance, and unable to recover any Endurance for a while. Damage: Extreme, Recharge: Very Long										

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FIRE BLAST

POWER NAME	ACTIVATION TYPE	WHO?	END COST	CAST TIME	RECHARGE TIME	EFFECT AREA	RADIUS	MAX # OF TARGETS	ENH TYPES	POWER TYPE
Flares	Click	Foe	3.692	2.17	2.18	Character	—	—	Accuracy_Boost, kDamage_Boost, kEnduranceDiscount_Boost, kRange_Boost, kRecharge_Boost	Ranged, Minor DMG(Fire)
A quick attack that throws Flares at the target. Little damage, but very fast. Damage: Minor, Recharge: Very Fast										
Fire Blast	Click	Foe	5.2	1.2	4	Character	—	—	Accuracy_Boost, kDamage_Boost, kRecharge_Boost, kEnduranceDiscount_Boost, kRange_Boost	Ranged, Moderate DMG(Fire)
Sends a Blast of Fire at a targeted foe and sets the target on fire for a short period of time. Slower recharge rate than Flares, but more damage. Damage: Moderate, Recharge: Fast										
Fire Ball	Click	Foe	15.184	1	16	Sphere	15	16	Accuracy_Boost, kDamage_Boost, kRecharge_Boost, kEnduranceDiscount_Boost, kRange_Boost	Ranged (Targeted AoE), Moderate DMG(Fire/Smash)
Hurls an exploding Fireball that consumes a targeted foe, and all nearby enemies. Anyone in that explosion is burned and set ablaze. Damage: Moderate, Recharge: Slow										
Rain of Fire	Click	Caster	26	2.03	60	Location	—	—	Accuracy_Boost, kRecharge_Boost, kEnduranceDiscount_Boost, kRange_Boost, kDamage_Boost	Ranged (Location AoE), Minor DoT(Fire)
Summons a Rain of Fire over a targeted location, burning foes within a large area. Damage: Moderate(DoT), Recharge: Long										
Fire Breath	Click	Foe	15.184	2.67	16	Cone	40	10	Accuracy_Boost, kDamage_Boost, kRecharge_Boost, kEnduranceDiscount_Boost, kRange_Boost	Close (Cone), Moderate DoT(Fire)
You can breathe forth a torrent of fire that burns all foes within its narrow cone. Very accurate and very deadly at medium range. Damage: Moderate(DoT), Recharge: Slow										
Aim	Click	Caster	5.2	1.17	90	Character	—	—	EnduranceDiscount_Boost, kRecharge_Boost, kBuff_ToHit_Boost	Self +ACC, +DMG
Greatly increases the Accuracy of your attacks for a few seconds. Slightly increases damage. Recharge: Long										
Blaze	Click	Foe	10.4	1	10	Character	—	—	Accuracy_Boost, kDamage_Boost, kRecharge_Boost, kEnduranceDiscount_Boost, kRange_Boost	Close, High DMG(Fire)
A short range, but devastating flame attack. Damage: High, Recharge: Slow										
Blazing Bolt	Click	Foe	14.352	1.67	12	Character	—	—	Accuracy_Boost, kDamage_Boost, kRecharge_Boost, kEnduranceDiscount_Boost, kRange_Boost, kInterrupt_Boost	Sniper, Extreme DMG(Fire)
A long range beam of fire that blasts your foes. Like most sniper attacks, this power has a bonus to Accuracy, but is best fired from a distance as it can be interrupted. Damage: Extreme, Recharge: Slow										
Inferno	Click	Foe	20.8	3	360	Sphere	25	16	Accuracy_Boost, kDamage_Boost, kRecharge_Boost, kEnduranceDiscount_Boost	PBAoE, Extreme DMG(Fire/Smash), Self -Recovery
Unleashes a massive fiery explosion to devastate all nearby enemies and set them ablaze. Inferno deals massive damage to all nearby foes, although the damage does vary. Activating this power leaves you drained of Endurance and unable to recover Endurance for a while. Damage: Extreme, Recharge: Very Long										

ICE BLAST

POWER NAME	ACTIVATION TYPE	WHO?	END COST	CAST TIME	RECHARGE TIME	EFFECT AREA	RADIUS	MAX # OF TARGETS	ENH TYPES	POWER TYPE
Ice Bolt	Click	Foe	5.2	1.17	4	Character	—	—	Accuracy_Boost, kDamage_Boost, kRecharge_Boost, kEnduranceDiscount_Boost, kRange_Boost, kSlow_Boost	Ranged, Minor DMG(Cold/Smash), Foe -Recharge, -SPD
Ice Bolt quickly pelts an enemy with small icy daggers; their chill Slows a foe's attacks and movement for a time. Fast, but little damage. Damage: Minor, Recharge: Fast										
Ice Blast	Click	Foe	8.528	1	8	Character	—	—	Accuracy_Boost, kDamage_Boost, kRecharge_Boost, kEnduranceDiscount_Boost, kRange_Boost, kSlow_Boost	Ranged, Moderate DMG(Cold/Smash), Foe -Recharge, -SPD
Ice Blast hurls shards of ice at foes and Slows their attacks and movement for a time. Slower recharge than Ice Bolt, but more damage. Damage: Moderate, Recharge: Moderate										
Frost Breath	Click	Foe	15.184	2.67	16	Cone	40	10	Accuracy_Boost, kDamage_Boost, kRecharge_Boost, kEnduranceDiscount_Boost, kRange_Boost, kSlow_Boost	Close (Cone), Moderate DoT(Cold), Foe -Recharge, -SPD
Unleashes a cone of frosty breath that can Slow your opponents' movement and attacks. Very accurate and very deadly at medium range. Damage: Moderate(DoT), Recharge: Slow										
Aim	Click	Caster	5.2	1.17	90	Character	—	—	EnduranceDiscount_Boost, kRecharge_Boost, kBuff_ToHit_Boost	Self +ACC, +DMG
Greatly increases the Accuracy of your attacks for a few seconds. Slightly increases damage. Recharge: Long										





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ICE BLAST CONT.

POWER NAME	ACTIVATION TYPE	WHO?	END COST	CAST TIME	RECHARGE TIME	EFFECT AREA	RADIUS	MAX # OF TARGETS	ENH TYPES	POWER TYPE
Freeze Ray	Click	Foe	6.864	1	10	Character	—	—	Accuracy_Boost, kDamage_Boost, kRecharge_Boost, kEnduranceDiscount_Boost, kRange_Boost, kHold_Boost	Ranged, Minor DMG(Cold), Foe Hold
Although this power deals very little damage, the Freeze Ray encases your foe in a block of ice, holding him helpless in place for a while. Damage: Minor, Recharge: Moderate										
Ice Storm	Click	Caster	15.6	2.03	60	Location	—	—	Accuracy_Boost, kRecharge_Boost, kEnduranceDiscount_Boost, kRange_Boost, kDamage_Boost, kSlow_Boost	Ranged (Location AoE), Minor DoT(Cold, Lethal), Foe -Recharge, -SPD
Shred your foes with this Ice Storm. This power deals a lot of damage in a large area and can Slow all affected targets movement and attack speed. Damage: Minor(DoT), Recharge: Long										
Bitter Ice Blast	Click	Foe	13	1.07	12	Character	—	—	Accuracy_Boost, kDamage_Boost, kRecharge_Boost, kEnduranceDiscount_Boost, kRange_Boost, kDebuff_ToHit_Boost, kSlow_Boost	Ranged, Superior DMG(Cold/Smash), Foe -Recharge, -SPD, -ACC
A slower yet more powerful version of Ice Blast, Bitter Ice Blast deals much more damage and can also reduce your enemy's Accuracy. Like other Ice Blast powers, Bitter Ice Blast can Slow a target's movement and attack speed. Damage: Superior, Recharge: Slow										
Bitter Freeze Ray	Click	Foe	15.184	3.7	20	Character	—	—	Accuracy_Boost, kDamage_Boost, kRecharge_Boost, kEnduranceDiscount_Boost, kRange_Boost, kHold_Boost, kSlow_Boost	Ranged, Moderate DMG(Cold), Foe Hold
This power can Hold your opponent frozen solid in a block of ice. The victim can be attacked and will remain frozen and helpless. After the ice thaws, the victim emerges chilled and Slowed. Bitter Freeze Ray deals medium damage. Damage: Moderate, Recharge: Slow										
Blizzard	Click	Caster	20.8	2.03	360	Location	—	—	Accuracy_Boost, kRecharge_Boost, kEnduranceDiscount_Boost, kRange_Boost, kDamage_Boost, kSlow_Boost, kDebuff_ToHit_Boost	Ranged (Location AoE), Extreme DoT(Cold), Foe -ACC, -Speed, -Recharge, Self -Recovery
The massive damage from the Blizzard can Slow the attack rate of all your opponents in a large area, reducing their Accuracy. Activating this power leaves you drained of Endurance and unable to recover any Endurance for a while. Damage: Extreme(DoT), Recharge: Very Long										

RADIATION BLAST

POWER NAME	ACTIVATION TYPE	WHO?	END COST	CAST TIME	RECHARGE TIME	EFFECT AREA	RADIUS	MAX # OF TARGETS	ENH TYPES	POWER TYPE
Neutrino Bolt	Click	Foe	3.12	1	1.5	Character	—	—	Accuracy_Boost, kDamage_Boost, kEnduranceDiscount_Boost, kRange_Boost, kDebuff_Defense_Boost, kRecharge_Boost	Ranged, Minor DMG(Energy), Foe -DEF
A very quick, but low damage attack. Neutrino Blast can reduce the target's Defense. Damage: Minor, Recharge: Very Fast										
X-Ray Beam	Click	Foe	5.2	1.67	4	Character	—	—	Accuracy_Boost, kDamage_Boost, kEnduranceDiscount_Boost, kRange_Boost, kDebuff_Defense_Boost, kRecharge_Boost	Ranged, Moderate DMG(Energy), Foe -DEF
You can emit a beam of X-Ray energy from your eyes, dealing moderate Energy damage. This attack can bypass some defenses and can reduce the target's Defense. Damage: Moderate, Recharge: Fast										
Irradiate	Click	Foe	18.512	1.07	20	Sphere	20	16	Accuracy_Boost, kDamage_Boost, kRecharge_Boost, kEnduranceDiscount_Boost, kDebuff_Defense_Boost	Close (AoE), Moderate DoT(Energy), Foe -DEF
You can emit lethal amounts of radiation in all directions, damaging all nearby foes for a short time. Like other Radiation attacks, this power can bypass some of a target's defenses. Irradiate severely reduces the target's Defense. Damage: Moderate(DoT), Recharge: Slow										
Electron Haze	Click	Foe	15.184	2.37	16	Cone	40	10	Accuracy_Boost, kDamage_Boost, kRecharge_Boost, kEnduranceDiscount_Boost, kKnockback_Boost, kRange_Boost, kDebuff_Defense_Boost	Close, Cone Moderate DMG(Energy), Foe -DEF, Knockback
A short range conical blast of free electrons. This attack can bypass some of a target's defenses and reduce the target's Defense. It can also knock some targets down. Damage: Moderate, Recharge: Slow										
Proton Volley	Click	Foe	14.352	1.33	12	Character	—	—	Accuracy_Boost, kDamage_Boost, kRange_Boost, kEnduranceDiscount_Boost, kRecharge_Boost, kDebuff_Defense_Boost, kInterrupt_Boost	Sniper, Superior DMG(Energy), Foe -DEF
Hurls a volley of alpha particles over an extremely long range. Proton Volley can bypass some of a target's defenses and reduce the target's Defense. This is a sniper attack, and is best fired from a distance as it can be interrupted. Damage: Superior, Recharge: Slow										
Aim	Click	Caster	5.2	1.17	90	Character	—	—	Recharge_Boost, kEnduranceDiscount_Boost, kBuff_ToHit_Boost	Self +ACC, +DMG
Greatly increases the Accuracy of your attacks for a few seconds. Slightly increases damage. Recharge: Long										
Cosmic Burst	Click	Foe	10.4	2.07	10	Character	—	—	Accuracy_Boost, kDamage_Boost, kRecharge_Boost, kEnduranceDiscount_Boost, kRange_Boost, kStunned_Boost, kDebuff_Defense_Boost	Close, Extreme DMG(Energy), Foe Disorient, -DEF
Cosmic Burst smashes the target with cosmic particles. The attack is very short range, but the damage is devastating and can leave most targets Disoriented and with reduced Defense. Damage: Extreme, Recharge: Slow										
Neutron Bomb	Click	Foe	15.184	1.67	16	Sphere	15	16	Accuracy_Boost, kDamage_Boost, kRecharge_Boost, kEnduranceDiscount_Boost, kRange_Boost, kDebuff_Defense_Boost	Ranged (Targeted AoE), Moderate DMG(Energy), Foe -DEF
This devastating attack lobs an explosive sphere of deadly radiation, damaging the target and all nearby foes. Neutron Bomb can bypass some of a target's defenses and reduce the target's Defense. Damage: Moderate, Recharge: Slow										
Atomic Blast	Click	Foe	20.8	2.93	360	Sphere	25	16	Accuracy_Boost, kDamage_Boost, kRecharge_Boost, kEnduranceDiscount_Boost, kDebuff_Defense_Boost	Close (AoE), Extreme DMG(Energy/Smash), Foe Hold, -DEF, Self -Recovery
This attack taps most of your stored energy to deal a devastating Atomic Blast. Any foes left standing will have their Defense greatly reduced and may be left helplessly chocking on toxic vapors. Activating this power leaves you drained of Endurance, and unable to recover any Endurance for a while. Damage: Extreme, Recharge: Very Long										

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SONIC ATTACK

POWER NAME	ACTIVATION TYPE	WHO?	END COST	CAST TIME	RECHARGE TIME	EFFECT AREA	RADIUS	MAX # OF TARGETS	ENH TYPES	POWER TYPE
Shriek	Click	Foe	6.188	1.33	3	Character	—	—	Accuracy_Boost, kDamage_Boost, kRecharge_Boost, kEnduranceDiscount_Boost, kRange_Boost	Ranged, Minor DMG(Smash), Foe -Res(All)
You let forth a quick Shriek, damaging your target and weakening his Damage Resistance. Damage: Minor, Recharge: Fast										
Scream	Click	Foe	6.864	1.67	6	Character	—	—	Accuracy_Boost, kDamage_Boost, kRecharge_Boost, kEnduranceDiscount_Boost, kRange_Boost	Ranged, Moderate DoT(Smashing/Energy), -Res
Your Scream can cause serious damage to a target, while weakening his resistance to further damage. Damage: Moderate(DoT), Recharge: Moderate										
Howl	Click	Foe	10.4	2.33	10	Cone	50	10	Accuracy_Boost, kDamage_Boost, kRecharge_Boost, kEnduranceDiscount_Boost, kRange_Boost	Ranged Cone, Medium DMG(Smashing/Energy), Foe -Res(All)
A short range, but powerful sonic attack. Damage: Medium, Recharge: Slow										
Shockwave	Click	Foe	11.856	2.17	8	Cone	50	10	Accuracy_Boost, kEnduranceDiscount_Boost, kRecharge_Boost, kDamage_Boost, kKnockback_Boost, kRange_Boost	Ranged (Cone), Minor DMG(Smashing/Energy), Foe Knockback
You can call forth a tremendous Shockwave that can knock down foes and deal some Smashing damage in a wide cone area. Damage: Minor, Recharge: Moderate										
Shout	Click	Foe	11.856	2.67	10	Character	—	—	Accuracy_Boost, kDamage_Boost, kRecharge_Boost, kEnduranceDiscount_Boost, kRange_Boost	Ranged, Heavy DMG(Smashing/Energy), Foe -Res(All)
You blast your foe with a tremendous Shout, damaging him and reducing his Damage Resistance. Damage: High, Recharge: Moderate										
Amplify	Click	Caster	5.2	1.17	90	Character	—	—	EnduranceDiscount_Boost, kRecharge_Boost, kBuff_ToHit_Boost	Self +ACC, +DMG
Greatly increases the Accuracy of your attacks for a few seconds. Slightly increases damage. Recharge: Long										
Sirens Song	Click	Foe	15.6	2	20	Cone	40	10	Accuracy_Boost, kDamage_Boost, kRecharge_Boost, kEnduranceDiscount_Boost, kRange_Boost, kSleep_Boost	Ranged (Cone), Minor DMG(Energy), Foe Sleep
You send forth a subsonic pulse which causes your foes to fall unconscious and take some minor damage. Your foes will remain unconscious for a good while, but will awaken if disturbed. Damage: Minor, Recharge: Long										
Screech	Click	Foe	10.192	1.5	20	Character	—	—	Accuracy_Boost, kDamage_Boost, kRecharge_Boost, kEnduranceDiscount_Boost, kStunned_Boost	Ranged, Minor Damage (Smashing/Energy), Foe Disorient, -Res(All)
By bursting forth with this hypersonic Screech, you can disorient a target. Damage: Minor, Recharge: Slow										
Dreadful Wail	Click	Foe	20.8	1.97	360	Sphere	25	16	Accuracy_Boost, kDamage_Boost, kRecharge_Boost, kEnduranceDiscount_Boost, kStunned_Boost	PBAoE, Extreme DMG(Energy/Smash), Foe Disorient, Self -Recovery
Your Dreadful Wail is so strong that most foes will be defeated by being subjected to it. Dreadful Wail deals massive damage to all nearby foes, although the damage does vary. Activating this power leaves you drained of Endurance, and unable to recover Endurance for a while. Damage: Extreme, Recharge: Very Long										

SECONDARY POWERS

COLD DOMINATION

POWER NAME	ACTIVATION TYPE	WHO?	END COST	CAST TIME	RECHARGE TIME	EFFECT AREA	RADIUS	MAX # OF TARGETS	ENH TYPES	POWER TYPE
Infrigidate	Click	Foe	10.4	1	15	Character	—	—	Accuracy_Boost, kEnduranceDiscount_Boost, kRecharge_Boost, kRange_Boost, kSlow_Boost, kDebuff_Defense_Boost,	Ranged Foe -Speed, -Recharge, -DEF, -DMG (Fire)
Fires a frigid beam of cold at a single target. This beam dramatically reduces the targets attack rate, movement speed and Defense. Infrigidate draws so much heat out of the target that the damage of any of its Fire attacks will be reduced. Recharge: Slow										
Ice Shield	Click	Friend	7.8	1.17	2	Character	—	—	EnduranceDiscount_Boost, kRecharge_Boost, kRes_Damage_Boost, kBuff_Defense_Boost, kRange_Boost	Ranged, Ally +DEF(Smash, Lethal), Res(Cold, Fire)
Casts a rock hard Ice Shield on one of your allies and grants him Defense to Lethal, Smashing and Fire attacks and damage resistance to Cold and Fire damage. You cannot stack multiple Ice Shields on the same target, however the shield can be improved by another ally using the same power. Can also be used in conjunction with your Glacial Shield. You cannot use this power on yourself. Recharge: Very Fast										
Snow Storm	Toggle	Foe	0.26	2.03	10	Sphere	25	16	EnduranceDiscount_Boost, kRecharge_Boost, kSlow_Boost	Toggle: Ranged (Targeted AoE), Foe -Speed, -Recharge, -Fly
While active, the chill from this Snow Storm can dramatically Slow the attack and movement speed of the target and all nearby foes. The torrent winds of the Snow Storm are enough to bring down flying foes. Recharge: Slow										
Glacial Shield	Click	Friend	7.8	1.17	2	Character	—	—	EnduranceDiscount_Boost, kRecharge_Boost, kRes_Damage_Boost, kBuff_Defense_Boost, kRange_Boost	Ranged, Ally +DEF(Energy, Negative), Res(Cold)
Envelopes an ally in gleaming Glacial Ice. Its crystalline structure has refracting properties that grants the target good Defense against Energy and Negative Energy attacks. Glacial Shield also grants the target some damage resistance to Cold. You cannot stack multiple Glacial Shields on the same target, however the shield can be improved by another ally using the same power. Can also be used in conjunction with your Ice Shield. You cannot use this power on yourself. Recharge: Very Fast										

COLD DOMINATION CONT.

POWER NAME	ACTIVATION TYPE	WHO?	END COST	CAST TIME	RECHARGE TIME	EFFECT AREA	RADIUS	MAX # OF TARGETS	ENH TYPES	POWER TYPE
Frostwork	Click	Friend	14.56	1.17	60	Character	—	—	EnduranceDiscount_Boost, kRecharge_Boost, kRange_Boost, kHeal_Boost	Target +Max HP, Res(Toxic)
Covers an ally in a thick layer of Frost. The frost can absorb the impact from enemy attacks, effectively increasing your ally's maximum Hit Points for a short time. Frostwork also grants your ally resistance to Toxic Damage. Recharge: Very Long										
Arctic Fog	Toggle	Friend, kCaster	0.26	1.87	15	Sphere	40	—	Recharge_Boost, kEnduranceDiscount_Boost, kBuff_Defense_Boost, kRes_Damage_Boost	Toggle: PBAoE, Team Stealth, +DEF, +Res(Fire, Cold, Energy, Slow)
Your mastery of Cold allows you to hide yourself and all nearby allies within thick Arctic Fog. Arctic Fog makes you and your allies harder to see and increases your Defense to melee and ranged attacks, as well as your resistance to Slow, Fire, Cold, and Energy damage. You cannot use any other Concealment type powers while using Arctic Fog. Recharge: Slow										
Benumb	Click	Foe	13	2.07	120	Character	—	—	Accuracy_Boost, kEnduranceDiscount_Boost, kRange_Boost, kRecharge_Boost	Ranged Foe -DMG, -END, -Regeneration, -Special
Numbs a single target to its very core. Benumb reduces the target's core body temperature, dramatically weakening him. A Benumbed targets' Damage and Regeneration Rate are greatly reduced. Additionally, the affected target's secondary power effects are all weakened. The target's powers' effects like Heals, Defense Buffs, Endurance Drains, Disorients, Holds, Immobilizes, Knockbacks and more, are all weakened. Recharge: Long										
Sleet	Click	Caster	18.2	2.03	60	Location	—	—	Accuracy_Boost, kRecharge_Boost, kEnduranceDiscount_Boost, kRange_Boost, kDamage_Boost, kSlow_Boost, kDebuff_Defense_Boost	Ranged (Location AoE), Minor DoT(Cold), Foe -Speed, -Recharge, -DEF -ResSummons a Sleet Storm at a targeted location. Sleet deals minimal Cold damage to anything that passes through the storm. It also Slows the affected foes and severely reduces their Defense and resistance to damage. Many foes may even slip and fall trying to escape the storm. Damage: Minor(DoT), Recharge: Long
Heat Loss	Click	Foe	15.6	2.17	360	Character	—	—	Accuracy_Boost, kRecharge_Boost, kEnduranceDiscount_Boost, kRange_Boost, kEndurance_Drain_Boost, kRecovery_Boost, kSlow_Boost	Ranged (Foe AoE), Foe -RES, -END, Slow; Team +END, +Recovery
Heat Loss drains the heat from your enemies and transfers that energy to your allies in the form of Endurance. All foes near the selected target may experience a Heat Loss, which will drain their Endurance, Slow them, and reduce their Damage Resistance. Each enemy target that is successfully drained of Heat will expel that energy to all your nearby allies, granting them Endurance and a boost to their Endurance Recovery. Some Endurance and Recovery will also be transferred directly to you and any allies near you. Recharge: Long										

DARK MIASMA

POWER NAME	ACTIVATION TYPE	WHO?	END COST	CAST TIME	RECHARGE TIME	EFFECT AREA	RADIUS	MAX # OF TARGETS	ENH TYPES	POWER TYPE
Twilight Grasp	Click	Foe	7.8	2.37	8	Character	—	—	Recharge_Boost, kEnduranceDiscount_Boost, kRange_Boost, kAccuracy_Boost, kDebuff_ToHit_Boost, kHeal_Boost	Ranged, Foe -Acc -DMG, Team Heal
You channel Negative Energy from the Netherworld through yourself to a targeted foe. Twilight Grasp drains the power from that target and slowly transfers it to you and all nearby allies. The targeted foe's Accuracy and damage are reduced, while you and your nearby allies are healed. Recharge: Moderate										
Tar Patch	Click	Caster	7.8	3.1	90	Location	—	—	Recharge_Boost, kEnduranceDiscount_Boost, kRange_Boost, kSlow_Boost	Ranged (Location AoE), Target -Speed, -Res, -Fly
Drops a large patch of viscous Negative Energy which dramatically slows down enemies that run through it and reduces their damage resistance. Affected targets stuck in the Tar Patch cannot jump or fly. Recharge: Slow										
Darkest Night	Toggle	Foe	0.26	3.17	10	Sphere	25	16	Recharge_Boost, kEnduranceDiscount_Boost, kRange_Boost, kDebuff_ToHit_Boost	Toggle: Ranged (Targeted AoE), Foe -DMG -ACC
While active, you channel Negative Energy onto a targeted foe. Darkest Night decreases the damage potential and Accuracy of the target, and all foes nearby, as long as you keep the power active. Recharge: Slow										
Howling Twilight	Click	Foe	26	3.17	180	Sphere	15	16	Recharge_Boost, kEnduranceDiscount_Boost, kSlow_Boost, kStunned_Boost, kDamage_Boost, kRange_Boost	Ranged (AoE), Minor DMG(Negative), Target Slow, -Recharge, Disorient, Ally Rez
Activating this power channels the power of the Netherworld to weaken your foes, in an attempt to revive all nearby fallen allies. You must stand near your defeated allies to revive them, then select a foe. The selected foe and all nearby foes will be Slowed, Disoriented, and drained of some life. Revived allies will have full Hit Points and Endurance and will be protected from XP Debt for 90 seconds. Recharge: Very Long										
Shadow Fall	Toggle	Friend, kCaster	0.26	2.03	15	Sphere	40	—	EnduranceDiscount_Boost, kRecharge_Boost, kBuff_Defense_Boost, kRes_Damage_Boost	Toggle: PBAoE, Team Stealth, +DEF(All), +Res(Energy, Negative, Psionics, Fear)
Envelops you and your nearby teammates in a shroud of darkness. Shadow Fall does not grant Invisibility, but it does make you harder to detect. Even if you are discovered, Shadow Fall grants a bonus to Defense bonus to all attacks and Resistance to Fear, while reducing Energy, Negative Energy, and Psionic Damage. You cannot use any other Concealment type power while using Shadow Fall. Recharge: Slow										
Fearsome Stare	Click	Foe	8.528	2.03	40	Cone	70	16	Accuracy_Boost, kRecharge_Boost, kEnduranceDiscount_Boost, kDebuff_ToHit_Boost, kFear_Boost, kRange_Boost	Ranged (Cone), Foe Fear, -ACC
Instills tremendous Fear within a cone area in front of you, causing all affected targets to tremble in Terror uncontrollably. Recharge: Slow										
Petrifying Gaze	Click	Foe	7.8	1.67	16	Character	—	—	Accuracy_Boost, kRecharge_Boost, kEnduranceDiscount_Boost, kRange_Boost, kHold_Boost	Ranged Hold
Petrifies a single targeted foe with a terrifying gaze. The victim is Held and defenseless. Recharge: Slow										

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DARK MIASMA

POWER NAME	ACTIVATION TYPE	WHO?	END COST	CAST TIME	RECHARGE TIME	EFFECT AREA	RADIUS	MAX # OF TARGETS	ENH TYPES	POWER TYPE
Black Hole	Click	Foe	13	1.03	120	Sphere	20	16	Accuracy_Boost, kRecharge_Boost, kEnduranceDiscount_Boost, kRange_Boost, kIntangible_Boost	Ranged (Targeted AoE), Foe Intangible
Opens up a Black Hole to the Netherworld that temporarily pulls in all foes within its grasp. The victims become phase shifted and are completely intangible. They are hard to see, and cannot affect or be affected by those in normal space. Recharge: Slow										
Dark Servant	Click	Caster	26	3.17	240	Location	—	—	Recharge_Boost, kEnduranceDiscount_Boost, kDebuff_ToHit_Boost, kHeal_Boost, kHold_Boost, kAccuracy_Boost, kImmobilized_Boost	Summon Dark Servant: Ranged Debuff Special
Summons a Dark Servant to your aid. The Dark Servant possesses an assortment of dark powers to weaken your foes. The summoned entity is not a willing servant, and it is only your power that binds it in this realm. The Dark Servant can be buffed and healed. Recharge: Very Long										

KINETICS

POWER NAME	ACTIVATION TYPE	WHO?	END COST	CAST TIME	RECHARGE TIME	EFFECT AREA	RADIUS	MAX # OF TARGETS	ENH TYPES	POWER TYPE
Transfusion	Click	Foe	7.8	1.17	8	Character	—	—	Recharge_Boost, kEnduranceDiscount_Boost, kRange_Boost, kEndurance_Drain_Boost, kAccuracy_Boost, kHeal_Boost	Ranged, Foe -End, -Regen, Team Heal
Transfusion drains an enemy of some Endurance and reduces the target's Regeneration rate, and transfers that energy, in the form of Hit Points, to all allies near the affected foe. You can use Transfusion to heal yourself as well as your allies. Recharge: Moderate										
Siphon Power	Click	Foe	10.4	1.93	20	Character	—	—	Accuracy_Boost, kRecharge_Boost, kEnduranceDiscount_Boost, kRange_Boost	Ranged, Foe -DMG, Team +DMG
You can Siphon the Power from a targeted foe, reducing his damage potential. The power is transferred back to you, increasing your own damage potential and that of all nearby allies. Recharge: Slow										
Repel	Toggle	Foe	0.39	1.07	20	Sphere	7	16	Recharge_Boost, kEnduranceDiscount_Boost, kKnockback_Boost	Toggle: Self AoE Knockback
Repel creates a zone of kinetic energy that violently repels nearby foes. Each foe that is repelled costs additional Endurance. Recharge: Slow										
Siphon Speed	Click	Foe	7.8	1.93	60	Character	—	—	Accuracy_Boost, kRecharge_Boost, kEnduranceDiscount_Boost, kRange_Boost, kSpeedRunning_Boost, kSlow_Boost	Ranged, Foe -Speed, Self +Speed
You can Siphon the speed from a targeted foe, Slowing his movement and attack rate while boosting your own. Recharge: Long										
Increase Density	Click	Friend	5.2	2.07	3	Character	—	—	Recharge_Boost, kEnduranceDiscount_Boost, kRange_Boost, kRes_Damage_Boost	Ranged, Ally Special
Increases an ally's mass, freeing him from any Disorient, Immobilization, or Hold effects and leaving him resistant to such effects for a while. Increase Density also protects the target from Knockback, as well as Smashing and Energy damage. Because the target grows more dense, his movement speed is Slowed. You cannot use this power on yourself. Recharge: Fast										
Speed Boost	Click	Friend	7.8	1	2	Character	—	—	Recharge_Boost, kEnduranceDiscount_Boost, kRange_Boost, kSpeedRunning_Boost, kRecovery_Boost	Ranged, Ally +SPD, +Recharge, +Recovery, Res Slow
You can hasten a single targeted ally. The target's movement speed, attack rate, and Endurance recovery are all greatly increased and the target gains resistance to Slow effects. You cannot use this power on yourself. Recharge: Very Fast										
Inertial Reduction	Click	Friend, kCaster	23.4	2.03	60	Sphere	25	—	EnduranceDiscount_Boost, kJump_Boost, kRecharge_Boost	PBAoE, Allies +Jump
You can reduce your Inertia, along with that of all nearby allies. The affected allies can then jump incredible distances for a while. Recharge: Long										
Transference	Click	Foe	2.6	2.27	30	Character	—	—	Recharge_Boost, kEnduranceDiscount_Boost, kRange_Boost, kEndurance_Drain_Boost, kAccuracy_Boost, kRecovery_Boost	Ranged (Targeted AoE), Target -End, Team +Recovery, Special
Transference drains an enemy of some of his Endurance and transfers that Endurance to all allies near the affected foe. You can use Transference to recover Endurance for yourself as well as your allies. Recharge: Slow										
Fulcrum Shift	Click	Foe	15.6	2.17	60	Character	—	—	Recharge_Boost, kEnduranceDiscount_Boost, kRange_Boost, kAccuracy_Boost	Ranged (Foe AoE), Foe -DMG, Team +DMG
Fulcrum Shift drains the power of a targeted foe and all foes nearby, transferring it to all adjacent allies, you, and those near you. Affected foes will deal less damage, while your affected allies will deal more. The more foes that are affected, the more power you and your allies receive. Fulcrum Shift can dramatically turn the tide of a battle. Recharge: Long										

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RADIATION EMISSION

POWER NAME	ACTIVATION TYPE	WHO?	END COST	CAST TIME	RECHARGE TIME	EFFECT AREA	RADIUS	MAX # OF TARGETS	ENH TYPES	POWER TYPE
Radiant Aura	Click	Friend, kCaster	13	2.03	8	Sphere	25	[EM]	Recharge_Boost, kEnduranceDiscount_Boost, kHeal_Boost	PBAoE, Team +Heal
You can use Radiant Aura to heal some of your wounds, and the wounds of your group. This power has a small radius, so your allies need to be near you if they wish to be affected. Recharge: Moderate										
Radiation Infection	Toggle	Foe	0.26	3.1	8	Sphere	15	16	Recharge_Boost, kEnduranceDiscount_Boost, kDebuff_Defense_Boost, kDebuff_ToHit_Boost, kRange_Boost	Toggle: Ranged (Targeted AoE), Foe -DEF, -ACC
Infects a targeted foe with deadly radiation, severely reducing his Accuracy and Defense. All foes that come near the target will also become infected. The Radiation Infection will last until you deactivate it, or until the original target is defeated. Recharge: Moderate										
Accelerate Metabolism	Click	Friend, kCaster	15.6	2.03	422	Sphere	25	[EM]	Recharge_Boost, kEnduranceDiscount_Boost, kSpeedRunning_Boost, kRecovery_Boost	Close (AoE), Ally +SPD, +Recharge, +Recovery, +Dam +Res(Effects)
Activating this power emits radiation that increases the running speed, attack speed, Endurance recovery, and damage potential of all nearby allies. Affected allies' metabolisms are increased so much that they become resistant to effects such as Sleep, Hold, Disorient, Immobilization and Endurance Drain. Recharge: Very Long										
Enervating Field	Toggle	Foe	0.52	1.5	8	Sphere	15	16	Recharge_Boost, kEnduranceDiscount_Boost, kRange_Boost	Toggle: Ranged (Targeted AoE), Foe -DMG, -Res
While this power is active, you irradiate a targeted foe, and all foes nearby, with a deadly dose of radiation. This radiation weakens exposed targets, decreasing the damage of their attacks. It also significantly weakens their resistance, so they will take much more damage from other attacks. Recharge: Moderate										
Mutation	Click	DeadPlayer	26	3.20	180	Character	[EM]	[EM]	Recharge_Boost, kEnduranceDiscount_Boost, kRange_Boost, kRecovery_Boost	Close, Ally Rez, Special
Using a concentrated burst of radiation, you can revive a fallen ally and Mutate him into a killing machine. The Mutated target has increased damage, Accuracy, Endurance recovery, and attack speed and is protected from XP Debt fort 90 seconds. The entire experience is very taxing on your ally, and he will soon be severely weakened. All effects of the Mutation will eventually wear off. Recharge: Very Long										
Lingering Radiation	Click	Foe	15.6	1.5	90	Sphere	25	16	Accuracy_Boost, kRecharge_Boost, kEnduranceDiscount_Boost, kSlow_Boost, kRange_Boost	Ranged (Targeted AoE), Foe -Speed, -Recharge, -Regen
You can emit Lingering Radiation that reduces the attack rate, movement speed, and Regeneration rate of the target, and all nearby foes. Recharge: Slow										
Choking Cloud	Toggle	Foe	4.16	2.03	90	Sphere	15	16	Recharge_Boost, kEnduranceDiscount_Boost, kHold_Boost	Toggle: PBAoE, Foe Hold
While active, you generate toxic radioactive gas around yourself. Any nearby foes may be overcome by the gas, leaving them choking and helpless. Recharge: Long										
Fallout	Click	DeadPlayer	20.8	3.20	300	Character	[EM]	[EM]	Accuracy_Boost, kRecharge_Boost, kEnduranceDiscount_Boost, kDamage_Boost, kRange_Boost, kDebuff_Defense_Boost, kDebuff_ToHit_Boost	Post-Defeat: PBAoE, Extreme DMG(Energy), Foe -ACC, -DEF, -DMG, -Res(All)
After an ally falls in battle, you can activate this power to extract the energy from their body to deal a massive amount of Energy damage to any nearby foes. All affected foes are extremely weakened by the Fallout, and their Accuracy, Defense, Damage and Damage Resistance is severely reduced. Damage: Extreme, Recharge: Very Long										
EM Pulse	Click	Foe	20.8	2.93	300	Sphere	60	16	Accuracy_Boost, kRecharge_Boost, kEnduranceDiscount_Boost, kHold_Boost, kEndurance_Drain_Boost	PBAoE, Foe Hold, -END, -Regen, Special vs. Robots; Self -Recovery
You can unleash a massive pulse of electromagnetic energy. This EMP can affect machines, and is even powerful enough to affect synaptic brain patterns. It will drain the Endurance, and HP Regeneration of all affected targets and leave them incapacitate and Held for a long while. Additionally, most machines and robots will take moderate high damage. However, this power uses a lot of Endurance and leaves you unable to recover Endurance for a while. Recharge: Very Long										

SONIC RESONANCE

POWER NAME	ACTIVATION TYPE	WHO?	END COST	CAST TIME	RECHARGE TIME	EFFECT AREA	RADIUS	MAX # OF TARGETS	ENH TYPES	POWER TYPE
Sonic Siphon	Click	Foe	8.528	2.17	16	Character	—	—	Accuracy_Boost, kEnduranceDiscount_Boost, kRange_Boost, kRecharge_Boost	Ranged, Foe -Res(All)
By setting up a constant vibration within the body of your foe, you weaken his Damage Resistance. Affected targets will take more damage from successful attacks. Recharge: Slow										
Sonic Barrier	Click	Friend	7.8	1.33	2	Character	—	—	EnduranceDiscount_Boost, kRes_Damage_Boost, kRange_Boost, kRecharge_Boost	Ranged, Ally +Res(Smash, Lethal, Toxic)
This shield dramatically reduces the damage an ally takes from Smashing, Lethal, and Toxic attacks for a limited time. You cannot stack multiple Sonic Barriers on the same target, however the shield can be improved by another ally using the same power. Can also be used in conjunction with your Sonic Haven. You cannot use this power on yourself. Recharge: Very Fast										
Sonic Haven	Click	Friend	7.8	1.33	2	Character	—	—	EnduranceDiscount_Boost, kRes_Damage_Boost, kRange_Boost, kRecharge_Boost	Ranged, Ally +Res(Fire, Cold, Energy, Negative Energy)
This shield dramatically reduces the damage an ally takes from Fire, Cold, Energy, and Negative Energy attacks for a limited time. You cannot stack multiple Sonic Havens on the same target, however the shield can be improved by another ally using the same power. Can also be used in conjunction with your Sonic Barrier. You cannot use this power on yourself. Recharge: Very Fast										
Sonic Cage	Click	Foe	12.48	1.67	60	Character	—	—	Accuracy_Boost, kEnduranceDiscount_Boost, kRange_Boost, kRecharge_Boost	Ranged, Foe Capture (Special)
Encases the target in an impenetrable field of sonic waves. The target cannot attack or be attacked. Recharge: Moderate										

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SONIC RESONANCE CONT.

POWER NAME	ACTIVATION TYPE	WHO?	END COST	CAST TIME	RECHARGE TIME	EFFECT AREA	RADIUS	MAX # OF TARGETS	ENH TYPES	POWER TYPE
Disruption Field	Toggle	Foe	0.52	2.7	8	Sphere	15	16	Recharge_Boost, kEnduranceDiscount_Boost	Toggle: Ranged (Target Ally AoE), Foe -Res
You set up a constant wave of sonic energy around an ally, weakening the Damage Resistance of all nearby foes. Recharge: Moderate										
Clarity	Click	Friend	5.2	1.5	4	Character	—	—	Recharge_Boost, kEnduranceDiscount_Boost, kRange_Boost	Ally +Res(Disorient, Hold, Sleep, Immobilize, Fear, Confusion), +Perception
By bouncing a carefully pitched sound wave off an ally's ear drum, you can free him from any Disorient, Hold, Sleep, Confusion, Fear, and Immobilize effects, and leave him resistant to such effects for a good while. Protection will improve with multiple applications and as you advance in level. Clarity also provides your ally's enhanced perception. Recharge: Fast										
Sonic Repulsion	Toggle	Foe	0.52	2.33	8	Sphere	10	16	Recharge_Boost, kEnduranceDiscount_Boost, kKnockback_Boost	Toggle: Ranged (Target Ally AoE), Foe Knockback
You create a powerful sonic resonance around an ally, repelling all foes nearby. You will lose endurance for each target repelled. Recharge: Moderate										
Sonic Dispersion	Toggle	Friend, kCaster	0.26	2.03	15	Sphere	25	—	Recharge_Boost, kEnduranceDiscount_Boost, kRes_Damage_Boost	Toggle: PBAoE, Ally +Res(All Damage except Psionic, Hold, Immobilize, Disorient)
You create a large field of sonic waves, protecting all allies inside. The Sonic Dispersion gives all allies within increased Resistance against all damage except Psionic. The Sonic Bubble also protects allies from Immobilization, Disorient, and Hold effects. Recharge: Slow										
Liquefy	Click	Caster	23.4	2.67	300	Location	—	—	Recharge_Boost, kEnduranceDiscount_Boost, kRange_Boost, kKnockback_Boost, kDebuff_Defense_Boost, kDebuff_ToHit_Boost	Ranged (Location AoE), Foe Knockback, Hold, -ACC, -DEF
You unleash a barrage of sonic waves on the Earth itself, generating a powerful, localized earthquake. Most foes that pass through the location will fall down. The violent shaking also reduces their Accuracy and Defense. Recharge: Slow										

THERMAL RADIATION

POWER NAME	ACTIVATION TYPE	WHO?	END COST	CAST TIME	RECHARGE TIME	EFFECT AREA	RADIUS	MAX # OF TARGETS	ENH TYPES	POWER TYPE
Warmth	Click	Friend, kCaster	13	2.03	8	Sphere	25	—	Recharge_Boost, kEnduranceDiscount_Boost, kHeal_Boost	PBAoE, Team +Heal
You can use your Warmth to heal some of your wounds, and the wounds of your group. This power has a small radius, so your allies need to be near you if they wish to be affected. Recharge: Moderate										
Fire Shield	Click	Friend	7.8	1.17	2	Character	—	—	EnduranceDiscount_Boost, kRecharge_Boost, kRes_Damage_Boost, kRange_Boost	Ranged, Ally +Res(Fire, Lethal, Smash, Cold)
Casts a Fire Shield on one of your allies and grants him damage resistance to Lethal, Smashing and Fire damage. Fire Shield also provides minimal resistance to Cold damage. You cannot stack multiple Fire Shields on the same target, however the shield can be improved by another ally using the same power. Can also be used in conjunction with your Plasma Shield. You cannot use this power on yourself. Recharge: Very Fast										
Cauterize	Click	Friend	13	2.27	4	Character	—	—	EnduranceDiscount_Boost, kHeal_Boost, kRange_Boost, kRecharge_Boost	Ally Heal
Heals a single targeted ally by cauterizing their wounds. You cannot use this power to heal yourself. Recharge: Fast										
Plasma Shield	Click	Friend	7.8	1.17	2	Character	—	—	EnduranceDiscount_Boost, kRecharge_Boost, kRes_Damage_Boost, kRange_Boost	Ranged, Ally +Res(Energy, Negative, Fire)
Envelope an ally in pure plasma. The Plasma Shield gives your ally resistance to Energy, Negative Energy, and Fire damage. You cannot stack multiple Plasma Shields on the same target, however the shield can be improved by another ally using the same power. Can also be used in conjunction with your Fire Shield. You cannot use this power on yourself. Recharge: Very Fast										
Power of the Phoenix	Click	DeadPlayer	49.4	3.2	300	Character	—	—	EnduranceDiscount_Boost, kHeal_Boost, kRecovery_Boost, kRecharge_Boost, kDamage_Boost, kStunned_Boost	Ally Rez, Special
Revives a fallen ally. The fiery resurrection blasts nearby foes with an explosion and knocks them down and Disorients them. Your ally will revive with most of his Hit Points and Endurance. He will also be invulnerable for a brief time, as well as protected from XPDebt for 90 seconds. Recharge: Very Long										
Thaw	Click	Friend	5.2	2.17	4	Character	—	—	Recharge_Boost, kEnduranceDiscount_Boost, kRange_Boost, kRes_Damage_Boost	Ally +Res(Disorient, Hold, Sleep, Immobilize, Cold, Slow)
Warms an ally and frees him from any Disorient, Hold, Sleep, Slow and Immobilize effects and leaves them resistant to such effects for a good while. Thaw also grants the target some resistance to Cold damage. Some of the effects of this power will improve with Multiple applications and as you advance in level. Recharge: Fast										
Forge	Click	Friend	10.4	2.27	60	Character	—	—	Recharge_Boost, kEnduranceDiscount_Boost, kRange_Boost, kBuff_ToHit_Boost	Ally +DMG, +ACC
Forge a single ally target into a killing machine. Forge immensely enhances a single ally's Damage and Accuracy. Recharge: Long										
Heat Exhaustion	Click	Foe	13	2.07	120	Character	—	—	Accuracy_Boost, kEnduranceDiscount_Boost, kRange_Boost, kRecharge_Boost	Ranged Foe -DMG, -END, -Recovery, -Regeneration
Overwhelm a single foe with waves of exhausting heat. The initial effect will drain the target of some Endurance, but the heat is so overwhelming that the affected target will be weakened. His Damage output, Endurance Recovery and Hit Point Regeneration will all be reduced. Recharge: Long										
Melt Armor	Click	Foe	18.2	1.5	150	Sphere	15	16	Accuracy_Boost, kEnduranceDiscount_Boost, kRange_Boost, kRecharge_Boost, kDebuff_Defense_Boost	Ranged (Targeted AoE), Foe -Res, -DEF
The searing Heat from this power is enough to Melt the Armor and defenses of all targets in the affected area. Melt Armor significantly weakens the Defense and Damage Resistance of the affected targets. Recharge: Long										





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TRAPS

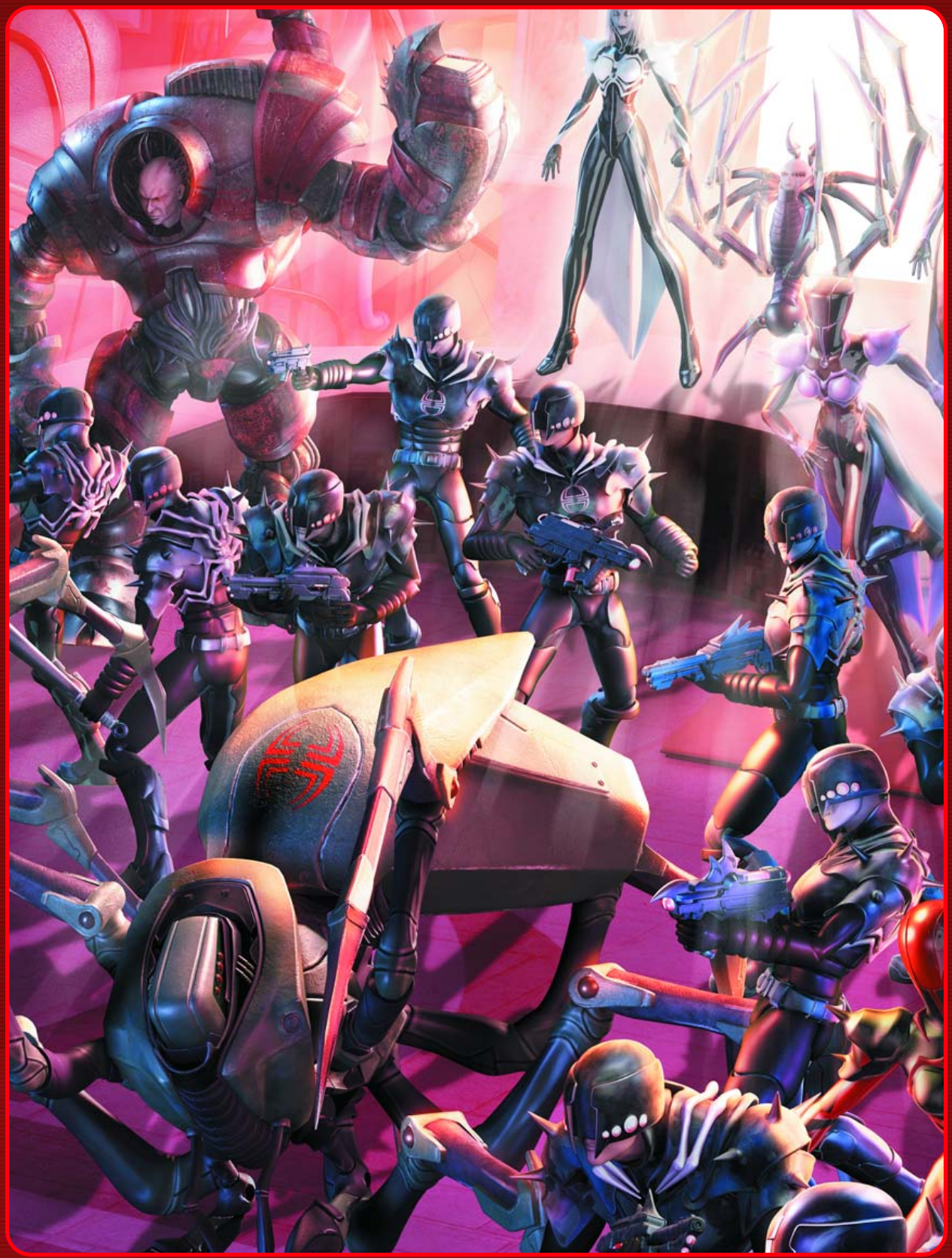
POWER NAME	ACTIVATION TYPE	WHO?	END COST	CAST TIME	RECHARGE TIME	EFFECT AREA	RADIUS	MAX # OF TARGETS	ENH TYPES	POWER TYPE
Web Grenade	Click	Foe	9.75	1.37	4	Character	—	—	Accuracy_Boost, kRecharge_Boost, kEnduranceDiscount_Boost, kImmobilized_Boost, kRange_Boost	Ranged, Target Immobilize, -Recharge, -Fly
Upon impact, the Web Grenade expels a strong, tenuous, and very sticky substance that can Immobilize most targets. This non-lethal device deals no damage and does not prevent targets from attacking, although their attack rate is Slowed. The Web can bring down flying entities and halts jumping. Recharge: Fast										
Caltrops	Click	Caster	9.75	1.07	45	Location	—	—	Recharge_Boost, kEnduranceDiscount_Boost, kRange_Boost, kDamage_Boost, kSlow_Boost	Ranged (Location AoE), Minor DoT(Lethal), Foe -Speed
You toss a handful of Caltrops at a targeted location and spread the tiny metal spikes over a large area. Any enemy that pass over the Caltrops will be forced to move at a slower rate. They will also take some trivial Lethal damage over time. Damage: Minor(DoT), Recharge: Slow										
Triage Beacon	Click	Caster	13	2.17	200	Character	—	—	Recharge_Boost, kEnduranceDiscount_Boost, kHeal_Boost	Place Beacon: PBAoE Heal
You can plant a Triage Beacon into the ground. The Beacon is immobile, but it emits a powerful healing aura. The Regeneration Rate of you, or your allies, will be greatly increased as long as you are near the Triage Beacon. The Beacon is invulnerable. Recharge: Very Long										
Acid Mortar	Click	Caster	16.25	2.17	90	Character	—	—	Accuracy_Boost, kRecharge_Boost, kEnduranceDiscount_Boost, kDamage_Boost, kDebuff_Defense_Boost	Place Trap: Ranged (AoE), Minor DoT(Toxic), Foe -Res(All), -DEF
You can place a small Mortar on the ground. If an enemy passes nearby, the Mortar will fire an Acid grenade at the target. The grenade will explodes in a small shower of acid on impact. This acid eats through armor, causing minor damage over time. It reduces the target's Defense as well as his Damage Resistance. The mortar will last up to 60 seconds and will fire up to 10 grenades. It can be destroyed by your foes. Damage: Minor(DoT), Recharge: Slow										
Force Field Generator	Click	Caster	16.25	2.03	15	Location	—	—	Recharge_Boost, kEnduranceDiscount_Boost, kBuff_Defense_Boost	Place Drone: PBAoE, Team +DEF, +Res(Hold, Immobilize, Disorient)
You can build a Force Field Generator Drone. The Drone will generate a Dispersion Bubble that gives all nearby allies increased Defense against all attacks including Psionic. The Dispersion Bubble also protects allies from Immobilization, Disorient, and Hold effects. The Done will follow you and can be buffed and healed or even destroyed like any friendly entity. However, the Drone is not a Henchman and cannot be given commands. You can only ever have one Force Field Generator. Recharge: Very Slow										
Poison Trap	Click	Caster	16.25	2.17	90	Character	—	—	Recharge_Boost, kEnduranceDiscount_Boost, kHold_Boost, kSlow_Boost	Place Trap: PBAoE Foe Choke, Vomit, -Regen, -Recharge
You can build a Poison Gas Trap on the ground. Any foes that pass near the Poison Trap will cause it to detonate and release its toxic vapors. The poison is a very noxious gas, and any foes in the affected area may start to choke or even vomit. Affected Foes Regeneration rate and attack rate will be reduced as well. The trap is almost impossible to detect, but it is fragile and may be set off by an enemy's explosion. Even if destroyed, the Trap will detonate. Recharge: Long										
Seeker Drones	Click	Caster	19.5	2.03	90	Location	—	—	Accuracy_Boost, kDamage_Boost, kEnduranceDiscount_Boost, kRecharge_Boost, kDebuff_ToHit_Boost, kStunned_Boost, kRange_Boost	Summon Seekers: Ranged Disorient, -DMG, -ACC, -Perception, Low DMG(Energy)
You creates two Seeker Drones. These Seeker Drones will follow you until they detect an enemy and then they will zero in on their targets and detonate on impact. The small explosive flash of energy does only minor damage, but the concussion can weaken foes. Affected targets will have reduced Damage, Accuracy and Perception and may even be Disoriented for a short while. You can only ever have Two Seeker Drones out at one time and they can be destroyed by your foes. Recharge: Long										
Trip Mine	Click	Caster	16.25	0	20	Character	—	—	Accuracy_Boost, kRecharge_Boost, kEnduranceDiscount_Boost, kDamage_Boost, kKnockback_Boost	Place Mine: PBAoE, Superior DAM(Lethal/Fire)
You can place a Trip Mine on the ground. Any foes that pass near the Trip Mine will cause it to explode, severely damaging all nearby foes and sending them flying. The Trip Mine is almost impossible to detect, but it is fragile and may be set off by an enemy's explosion. Even if destroyed, the Trip Mine will detonate. Setting a mine is delicate work, and if you are interrupted, you will fail. Damage: Superior, Recharge: Slow										
Time Bomb	Click	Caster	32.5	0	360	Character	—	—	Accuracy_Boost, kRecharge_Boost, kEnduranceDiscount_Boost, kDamage_Boost, kKnockback_Boost	Place Bomb: PBAoE, Extreme DAM (Lethal/Fire)
You can place a Time Bomb on the ground. The Time Bomb will detonate 15 seconds after being placed, resulting in a massive explosion that can devastate all nearby foes and send them flying. The Time Bomb is small, and almost impossible to detect. However, it is fragile and may be set off by an enemy's explosion. Even if destroyed, the Bomb will still detonate. Damage: Extreme, Recharge: Very Long										

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INTRODUCTION
THE BASICS
ARCHETYPES
GROUP DYNAMICS
ZONES
VILLAINS
PVP
BASES



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THE DOMINATOR

COMPLETE MENTAL AND PHYSICAL DOMINATION

Primary Power Set: Melee
Secondary Power Set: Defense

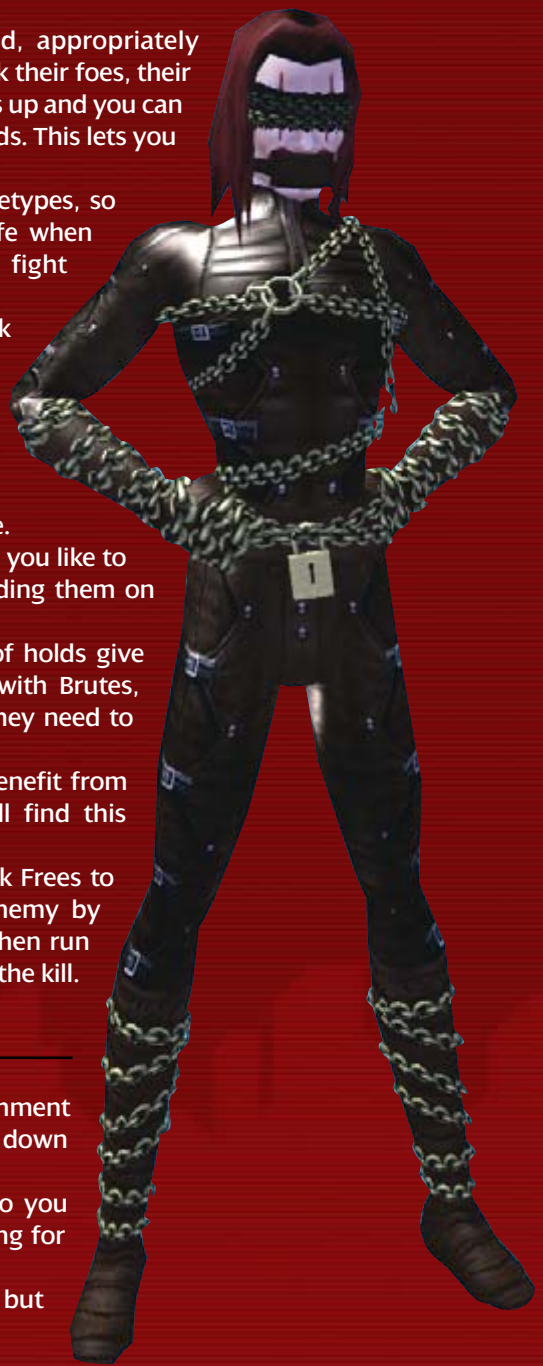
If there's an Archetype that lets you live out your bully fantasies, it's the Dominator.

These insufferable cretins are masters at locking down, confusing, and generally turning their foes into blithering idiots.

Dominators revolve around an inherent ability called, appropriately enough, "Domination." As they successfully hold and attack their foes, their Domination builds. Eventually, the Domination power lights up and you can press it to drastically increase the effectiveness of your holds. This lets you immobilize pesky lieutenants and even bosses.

A Dominator's damage output is lower than most Archetypes, so they advance faster when teaming. They're nice and safe when soloing though, as most foes will spend much of the fight staggering about in a haze.

Dominator's are often the top-dog in PvP. The ability to lock down another player—and then have your way with him—is deadly.



THE DOMINATOR PROS

- Dominators combine powerful holds with decent damage.
- Your job is crowd control with steady but sure damage. If you like to laugh at your enemies and gloat over them before sending them on their way, this is definitely the Archetype for you.
- A good Dominator works well in teams. Certain types of holds give Stalkers a chance to Critical. Be careful when playing with Brutes, however. You don't want to lock down the lesser foes they need to build up their Fury.
- Dominators require a bit of patience to play well and benefit from wise targeting. If you like control and planning, you'll find this Archetype a good match for you.
- You'll own most foes in PvP. Most targets will have Break Frees to escape your clutches once or twice, so "milk" your enemy by holding them a time or two to burn their inspirations, then run away. When you're sure they're tapped, move back in for the kill.

THE DOMINATOR CONS

- As with Corruptors, Dominators can't take much punishment before being put down, so be on your toes and lock them down before they get to you.
- You're heavily mez-based in your primary power set, so you must be constantly on your toes during a battle, watching for adds and keeping everything locked down tight.
- Dominators are at their best in groups. They solo steady, but more slowly than most other Archetypes.

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DOMINATOR SAMPLE BUILD

BUILDING A MIND CONTROL—ENERGY ASSAULT DOMINATOR

The Dominator is a finesse Villain to play, requiring you to fight and manipulate your enemies while constantly on the move. The early game for Dominators can be a little slow compared to other Archetypes with greater damage output, but once AoE crowd-control powers are acquired, Dominators truly come into their own. This sample is a good start for anyone wanting to see what this Archetype is all about. It mixes great crowd control with decent attacks, allowing you to be a master of micromanaging the battlefield. As the name suggests, Mind Control dominates your enemies, locking them down and even turning them on each other while you pick them off at will. Here's the level by level breakdown of the build. Enjoy!

Primary Powers—Control: Mind Control
Secondary Powers—Attack: Energy Assault

DEFAULT ABILITIES

Level 1
Free Default Ability: Brawl
Slot: Damage
Free Default Ability: Sprint
Slot: Run Speed

Level 2
Free Default Ability: Rest
Slot: Recharge Reduction

POWERS

Level 1
New Primary Power: Levitate
Slot: Accuracy
New Secondary Power: Power Bolt
Slot: Accuracy

Level 2
New Primary Power: Dominate
Slot: Accuracy

Level 3
Two Additional Slots
Dominate: Hold Duration (2x)

Level 4
New Secondary Power: Bone Smasher
Slot: Accuracy

Level 5
Two Additional Slots
Bone Smasher: Damage (2x)

Level 6
New Fitness Power: Swift
Slot: Run Speed

Level 7
Two Additional Slots
Bone Smasher: Damage (2x)

Level 8
New Primary Power: Mass Hypnosis
Slot: Accuracy

Level 9
Two Additional Slots
Mass Hypnosis: Sleep Duration (2x)

Level 10
New Secondary Power: Power Blast
Slot: Accuracy

Level 11
Two Additional Slots
Power Blast: Damage (2x)

Level 12
New Speed Power: Hasten
Slot: Recharge Reduction

Level 13
Two Additional Slots
Power Blast: Damage (2x)

Level 14
New Speed Power: Super Speed
Slot: Run Speed

Level 15
Two Additional Slots
Bone Smasher: Damage
Power Blast: Damage

Level 16
New Secondary Power: Power Boost
Slot: Recharge Reduction

Level 17
Two Additional Slots
Hasten: Recharge Reduction (2x)

Level 18
New Primary Power: Total Domination
Slot: Accuracy

Level 19
Two Additional Slots
Total Domination: Accuracy
Total Domination: Hold Duration

Level 20
New Fitness Power: Health
Slot: Healing

Level 21
Two Additional Slots
Hasten: Recharge Reduction (2x)

Level 22
New Fitness Power: Stamina
Slot: Endurance Recovery

Level 23
Two Additional Slots
Stamina: Endurance Recovery
Hasten: Recharge Reduction

Level 24
New Presence Power: Taunt
Slot: Taunt Duration

Level 25
Two Additional Slots
Stamina: Endurance Recovery (2x)

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LEVELING AND HUNTING STRATEGIES

SOLO

Levels 1–10

Your early levels are a little slow but not tough to manage. Kalinda has various missions for you to complete, plus the streets are full of victims for you to hunt. Make sure you're carrying healing Inspirations, since Dominators are squishy and this build does not have a healing power. Your first few basic moves will serve you well throughout your career in the Rogue Isles.

Though it is tempting to pick up Bone Smasher at Level 2 for a high damage power, notice that it's a melee attack and so will not serve you well at this level. At this early stage, you're going to be doing a lot of running around to maintain distance as you pound your enemies with Levitate and Power Bolt, and use Dominate to make groups more manageable. You should easily be able to tackle groups of 3–4 equal-level mobs—just make sure you stay at a safe distance out of their melee range, and keep cycling through your attacks.

The reason you picked up Dominate before Bone Smasher is so you can lock down an enemy as you make your approach to get in closer and deliver the finishing blow. Without Dominate, you'd be taking a huge risk, running around in a pack of punks without a way of dividing the group. As you're out in the field, take note that there is a third bar beneath your Endurance bar filling up with a golden color. This is your Domination bar, the inherent power of all Dominators. As you attack your enemies, this bar fills. Once it's 90 percent full, you can activate your Domination Control button in your power tray, doubling the magnitude of your control powers. Now you can easily hold even lieutenants and bosses, or masses of minions.

The Domination bar diminishes when you are idle or at rest, so keep busy and keep fighting!

Levels 11–20

At this level, you'll start seeing what the Dominator's game is really about.

In your early teens, you pick up your first AoE control power in Mass Hypnosis. This allows you to put a group of foes to sleep from a distance. While asleep they take no action unless they are attacked or awake. This power allows you to safely attack larger groups by crowd controlling the majority and picking off one enemy at a time with Power Blast, Levitate, and Bone Smasher.

Once your Dominate ability is active, hit it and lock down any particularly troubling foes. Then decide whether to finish them off while they're helpless, or turn on lesser minions to get them out of the way. The latter can work well if there are enough targets to build your Dominate up again—once they're down you can easily Dominate a lieutenant or boss and finish him off with nothing left to interrupt you.

One way to lock down lesser foes quickly is to use Power Boost right before you set off a Mass Hypnosis. Power Boost greatly increases the effects of your crowd-control powers but only for a short duration and only for the first couple of attacks. Learn when it's the right situation to use Power Boost, and it will serve you well.

In your late teens, you pick up Total Domination, which is an AoE version of Dominate. It deals damage to multiple enemies and has the side effect of incapacitating them for a short while. You can hit a group with this attack first, and once it wears off, put them to sleep with Mass Hypnosis if you're not done cleaning them up with your attacks.

Levels 21–30

Now you pick up a third AoE crowd-control power from the Presence power set. To get Invoke Panic, you must first learn two other powers from that power pool. That's why you have Challenge, a single-target taunt, and Intimidate, which is a useful single-target fear attack.

Fear causes your enemies to cringe and shiver in place, and greatly diminishes their attack rate. Since these AoE control powers have such long recharge times, you now have three handy ones to cycle through to ensure your safe adventuring. You also have Stamina to help replenish your endurance quickly and reduce downtime. Lock down your opponents, then pick them off. Challenge yourself with larger groups or higher-level opponents to find the weaknesses in your powers.

Levels 31–40

This is the final stretch. You'll pick up two support powers, Maneuvers to improve your defense and Tactics to improve your Accuracy. Once you have Tactics slotted with To Hit Buff Enhancements, you can replace your Accuracy Enhancements in your other powers with something more useful, such as Recharge Reduction or Endurance Reduction, or even more damage. Sniper Blast is a great high-damage attack but with a catch—it has a charge time before the blast fires, during which it can be interrupted if you're hit with an attack. However, being a Dominator with superior crowd control, you should have no problems getting uninterrupted Sniper Blasts off on the helpless opposition fairly regularly.

Use Mass Confusion to turn a crowd on itself, then sit back and snipe them for a quick cleanup.

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You now have four AoE control powers that render your enemies helpless. Master timing on when to use them and you'll truly dominate the game.

DUOS

When choosing an Archetype to duo with, we recommend the following partners in order of descending preference.

Levels 1–20

1. **Stalker/Corruptor**: These high-damage, soft-bodied Archetypes make great companions. You set 'em up, they knock 'em down. It's as simple as that.
2. **Mastermind/Dominator**: Masterminds are useful as their Henchmen will draw attention away from you, allowing you to attack with impunity. Lock down minions until Dominate kicks in, then hold lieutenants and bosses. Your companion should set his Henchmen against the worst troublemakers, softening them up for a quick kill once you Dominate. A fellow Dominator won't speed things up, but you will be fairly safe as the two of you work to keep things locked down.
3. **Brute**: Brutes are tough to partner with as you both want to work on the small fries and work your way up to the big fish. The trouble is as you lock down the small fries the Brute needs to build up his Fury. Work out a way to counter this based on your particular power sets.

Levels 21–40

1. **Stalker/Corruptor**: These killers are still your best friends, taking out everything you can hold quickly and efficiently.
2. **Brute**: Brutes are still a problem, but work out an attack system based on individual power sets and you'll be fine.
3. **Mastermind/Dominator**: As in the early levels, pairing with a Mastermind or another Dominator won't greatly increase your offensive power, but it does grant you a high degree of safety, thus avoiding troublesome debt.



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POWER SETS

PRIMARY POWERS

FIRE CONTROL

POWER NAME	ACTIVATION TYPE	WHO?	END COST	CAST TIME	RECHARGE TIME	EFFECT AREA	RADIUS	MAX # OF TARGETS	ENH TYPES	POWER TYPE
Ring of Fire	Click	Foe	7.8	1.17	4	Character	—	—	Accuracy_Boost, kDamage_Boost, kRecharge_Boost, kEnduranceDiscount_Boost, kRange_Boost, kImmobilized_Boost	Ranged, Moderate DoT(Fire), Foe Immobilize
Immobilizes your target in a Ring of Fire, dealing Fire damage over time. More resilient foes may require multiple Fire Rings to Immobilize. Damage: Moderate(DoT), Recharge: Fast										
Char	Click	Foe	8.528	1.07	8	Character	—	—	Accuracy_Boost, kRecharge_Boost, kEnduranceDiscount_Boost, kRange_Boost, kHold_Boost, kDamage_Boost	Ranged, Moderate DoT(Fire), Foe Hold
Incapacitates a distant foe by Charring him with smoldering soot and cinders. The target is left helpless, choking on the soot. Damage: Moderate(DoT), Recharge: Moderate										
Fire Cages	Click	Foe	15.6	1.03	8	Sphere	30	10	Accuracy_Boost, kDamage_Boost, kRecharge_Boost, kEnduranceDiscount_Boost, kRange_Boost, kImmobilized_Boost	Ranged (Targeted AoE), Minor DoT(Fire), Foe Immobilize
Immobilizes a group of foes in Fire Cages, dealing Fire damage over time. More resilient foes may require multiple Fire Cages to Immobilize. Fire Cages is slower and less damaging than Ring of Fire, but can capture multiple targets. Damage: Minor(DoT), Recharge: Moderate										
Smoke	Click	Foe	7.8	1.17	15	Sphere	35	10	Recharge_Boost, kEnduranceDiscount_Boost, kDebuff_ToHit_Boost	Ranged (Targeted AoE), Foe -Perception, -ACC
Covers all foes near your target in clouds of Smoke. Your enemies are so blinded that they can hardly see a thing. Most foes will not be able to see past normal melee range, although some may have better perception. If the affected targets are attacked, they will be alerted to your presence, but will suffer a penalty to Accuracy. Recharge: Slow										
Hot Feet	Toggle	Foe	2.08	1.47	20	Sphere	20	10	Damage_Boost, kRecharge_Boost, kEnduranceDiscount_Boost, kSlow_Boost	Toggle: PBAoE, Minor DoT(Fire), Foe -SPD
While active, you heat the earth in a large area around yourself. Enemy movement is Slowed as they attempt to flee the immediate area. All foes in the affected area suffer some damage over time. You cannot fly and must be near the ground to use this power. Damage: Minor(DoT), Recharge: Slow										
Flashfire	Click	Foe	15.6	2.37	90	Sphere	25	10	Accuracy_Boost, kDamage_Boost, kRecharge_Boost, kEnduranceDiscount_Boost, kRange_Boost, kStunned_Boost	Ranged (Targeted AoE), Minor DMG(Fire), Foe Disorient
You can bring forth a Flashfire to Disorient a group of foes and deal some damage over time. Target must be on the ground to activate Flashfire. Damage: Minor(DoT), Recharge: Slow										
Cinders	Click	Foe	15.6	1.07	240	Sphere	30	10	Accuracy_Boost, kRecharge_Boost, kEnduranceDiscount_Boost, kRange_Boost, kHold_Boost	PBAoE, Foe Hold
Incapacitates foes around the caster by whirling Cinders around them. The targets are left helpless, choking on the soot. Recharge: Very Long										
Bonfire	Click	Caster	13	3.07	60	Location	—	—	Recharge_Boost, kEnduranceDiscount_Boost, kRange_Boost, kDamage_Boost, kKnockback_Boost	Ranged (Location AoE), Minor DMG(Fire), Foe Knockback
You can create a Bonfire that knocks back and burns any foes who try to pass through it. Recharge: Long										
Fire Imps	Click	Caster	26	2.03	240	Location	—	—	Recharge_Boost, kEnduranceDiscount_Boost, kRange_Boost, kDamage_Boost, kAccuracy_Boost	Summon Imps: Melee Minor DMG(Fire)
You can craft 2 to 5 small Fire Imps out of pure flame in a targeted location. Fire Imps will viciously attack any nearby foes, but they only possess the most basic instincts. Fire Imps can be healed and buffed like any teammate. Recharge: Very Long										

GRAVITY CONTROL

POWER NAME	ACTIVATION TYPE	WHO?	END COST	CAST TIME	RECHARGE TIME	EFFECT AREA	RADIUS	MAX # OF TARGETS	ENH TYPES	POWER TYPE
Crush	Click	Foe	7.8	1.33	4	Character	—	—	Accuracy_Boost, kDamage_Boost, kEnduranceDiscount_Boost, kRange_Boost, kImmobilized_Boost, kRecharge_Boost, kSlow_Boost	Ranged, Moderate DoT(Smash), Foe Immobilize, -Fly
Creates a localized gravitational field strong enough to Immobilize a single foe. Crush can also bring down flying entities. This power deals Smashing damage over time and can Slow the movement of targets that escape its grasp. Damage: Moderate(DoT), Recharge: Fast										
Lift	Click	Foe	6.864	1.03	6	Character	—	—	Accuracy_Boost, kDamage_Boost, kRecharge_Boost, kEnduranceDiscount_Boost, kRange_Boost, kKnockback_Boost	Ranged, Moderate DMG(Smash)
Negates the gravity around a single target. Lift violently sends an enemy straight into the air, then slams him to the ground for Smashing damage. This power can bring flying foes to the ground. Damage: Moderate, Recharge: Moderate										
Gravity Distortion	Click	Foe	8.528	1.83	8	Character	—	—	Accuracy_Boost, kRecharge_Boost, kEnduranceDiscount_Boost, kRange_Boost, kHold_Boost, kDamage_Boost, kSlow_Boost	Ranged, Moderate DoT(Smash), Foe Hold, -Fly
Causes a single foe to be trapped in a misshapen gravity field, rendering him unable to take action. Gravity Distortion deals Smashing damage to the target. Damage: Moderate(DoT), Recharge: Moderate										
Propel	Click	Foe	9.36	3.5	8	Character	—	—	Accuracy_Boost, kDamage_Boost, kRecharge_Boost, kEnduranceDiscount_Boost, kRange_Boost, kKnockback_Boost	Ranged, High DMG(Smash), Foe Knockback
You can open a gravitational rift and retrieve a heavy object, then Propel it at your foes for Smashing Damage. Damage: Moderate, Recharge: Moderate										

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GRAVITY CONTROL CONT.

POWER NAME	ACTIVATION TYPE	WHO?	END COST	CAST TIME	RECHARGE TIME	EFFECT AREA	RADIUS	MAX # OF TARGETS	ENH TYPES	POWER TYPE
Crushing Field	Click	Foe	15.6	1.33	8	Sphere	30	10	Accuracy_Boost, kDamage_Boost, kRecharge_Boost, kEnduranceDiscount_Boost, kRange_Boost, kImmobilized_Boost, kSlow_Boost	Ranged (Targeted AoE), Minor DoT(Smash), Foe Immobilize, -Fly
Creates a large gravitational field strong enough to Immobilize multiple foes. Crushing Field can also bring down flying entities. Slower and less damaging than Crush, but can capture multiple targets. Crushing Field deals Smashing damage over time and can Slow the movement of targets that escape its grasp. Damage: Minor(DoT), Recharge: Moderate										
Dimension Shift	Click	Foe	13	1.17	90	Sphere	25	10	Accuracy_Boost, kRecharge_Boost, kEnduranceDiscount_Boost, kRange_Boost, kIntangible_Boost	Ranged (Targeted AoE), Foe Intangible
Your mastery of gravity allows you to manipulate dimensions, bringing multiple foes out of sync with reality. Your foes becomes completely intangible, and cannot affect or be affected by those in normal space. Recharge: Slow										
Gravity Distortion Field	Click	Foe	15.6	1.83	240	Sphere	20	10	Accuracy_Boost, kRecharge_Boost, kEnduranceDiscount_Boost, kRange_Boost, kHold_Boost, kSlow_Boost	Ranged (Targeted AoE), Foe Hold
Creates a large, intensely misshapen Gravity Distortion Field that encompasses several foes, rendering them unable to take any action. Recharge: Very Long										
Wormhole	Click	Foe	15.6	3	90	Sphere	15	10	Accuracy_Boost, kRecharge_Boost, kEnduranceDiscount_Boost, kRange_Boost, kKnockback_Boost, kStunned_Boost	Ranged (Targeted AoE), Foe Teleport, Disorient, Knockback
You can open a gravitational Wormhole behind a targeted foe and violently push him, and all nearby foes, through it. The victims are sent flying out the other end of the Wormhole and are left Disoriented. You determine the location of the Wormhole's end, and can place it high in the air if desired. More powerful foes may be resistant to the Wormhole effects. Recharge: Slow										
Singularity	Click	Caster	20.8	2.03	240	Location	—	—	Recharge_Boost, kEnduranceDiscount_Boost, kRange_Boost, kHold_Boost, kDamage_Boost, kAccuracy_Boost, kImmobilized_Boost, kIntangible_Boost, kKnockback_Boost	Summon
Singularity: Ranged Control SpecialYou can create a very powerful Gravitational Singularity. The Singularity will engage your foes, assaulting them with various gravity powers. Any foes that attempt to approach the Singularity will be violently hurled away. The Singularity cannot be healed, but is highly resistant to all forms of damage and nearly impervious to Controlling type powers. Recharge: Very Long										

ICE CONTROL

POWER NAME	ACTIVATION TYPE	WHO?	END COST	CAST TIME	RECHARGE TIME	EFFECT AREA	RADIUS	MAX # OF TARGETS	ENH TYPES	POWER TYPE
Chilblain	Click	Foe	7.8	1.17	4	Character	—	—	Accuracy_Boost, kDamage_Boost, kRecharge_Boost, kEnduranceDiscount_Boost, kRange_Boost, kImmobilized_Boost, kSlow_Boost	Ranged, Moderate DoT(Cold), Foe Immobilize, -SPD, -Recharge
Immobilizes your target in an icy trap, dealing some Cold damage over time as well as slightly slowing the target's attack and movement speed. Damage: Moderate(DoT), Recharge: Fast										
Block of Ice	Click	Foe	8.528	1.87	8	Character	—	—	Accuracy_Boost, kRecharge_Boost, kEnduranceDiscount_Boost, kRange_Boost, kHold_Boost, kDamage_Boost, kSlow_Boost	Ranged, Moderate DMG(Cold), Foe Hold, -SPD, -Recharge
You can freeze a single foe in a Block of Ice. The target is frozen solid, helpless, and can be attacked. More powerful foes may not be held, but all affected targets will be Slowed and take some Cold damage. Damage: Moderate, Recharge: Moderate										
Frostbite	Click	Foe	15.6	2.07	8	Sphere	30	10	Accuracy_Boost, kDamage_Boost, kRecharge_Boost, kEnduranceDiscount_Boost, kRange_Boost, kImmobilized_Boost, kSlow_Boost	Ranged (Targeted AoE), Minor DoT(Cold), Foe Immobilize, -SPD, -Recharge
Immobilizes a group of foes in icy traps. Deals minimal Cold damage over time and slightly Slows the targets. Slower and less damaging than Chilblain, but can capture multiple targets. More resilient foes may only be Slowed. Damage: Minor(DoT), Recharge: Moderate										
Arctic Air	Toggle	Foe	2.08	2.03	15	Sphere	25	—	Recharge_Boost, kEnduranceDiscount_Boost, kSlow_Boost, kConfuse_Boost, kFear_Boost	Toggle: PBAoE, Foe Confuse(Special), -SPD, -Recharge, -Stealth
While this power is active, you are surrounded in a fog of Arctic Air that dramatically slows the attack and movement speed of nearby foes. The chill of Arctic Air is so bitter that many foes are forced to flee, albeit very slowly, from the immediate area. Others may attack their own allies, as the fog from the Arctic Air is thick and can cause much confusion. The cold air can also reduce the stealth capability of affected foes. Recharge: Slow										
Shiver	Click	Foe	10.4	2.17	30	Cone	60	10	Accuracy_Boost, kRecharge_Boost, kEnduranceDiscount_Boost, kRange_Boost, kSlow_Boost	Ranged (Cone), Foe -SPD, -Recharge
You can blast forth a wide cone of chilling air that dramatically Slows the movement and attack rate of nearby foes. Recharge: Slow										
Ice Slick	Click	Caster	10.4	3.1	90	Location	—	—	Recharge_Boost, kEnduranceDiscount_Boost, kRange_Boost	Target (Location AoE), Foe Knockdown, -SPD
You can create a large patch of ice at a targeted area, causing all foes that pass through it to lose their footing. Those caught in the Ice Slick are dramatically slowed and tend to fall down. Recharge: Slow										
Flash Freeze	Click	Foe	15.6	2.37	90	Sphere	25	10	Accuracy_Boost, kDamage_Boost, kRecharge_Boost, kEnduranceDiscount_Boost, kRange_Boost, kSleep_Boost	Ranged (Targeted AoE), Minor DMG(Cold/Lethal), Foe Sleep
You can Flash Freeze a large patch of ground beneath a targeted foe, instantly forming dozens of deadly ice shards that do Cold damage to all enemies in the area. The victims are left trapped within the icicles, but can break free if disturbed. Only targets near the ground can be affected. Damage: Minor, Recharge: Slow										
Glacier	Click	Foe	15.6	2.03	240	Sphere	30	10	Accuracy_Boost, kRecharge_Boost, kEnduranceDiscount_Boost, kHold_Boost, kSlow_Boost	PBAoE, Foe Hold, -Recharge, -SPD
You can freeze all foes around yourself in blocks of Glacial ice. The targets are frozen solid, helpless, and can be attacked. Even after the victims emerge, they remain chilled and their attack and movement speed is Slowed for a while. This power can only be cast near the ground. Recharge: Very Long										
Jack Frost	Click	Caster	20.8	1.87	240	Location	—	—	Recharge_Boost, kEnduranceDiscount_Boost, kRange_Boost, kHold_Boost, kDamage_Boost, kAccuracy_Boost, kSlow_Boost	Summon Jack Frost: Melee Moderate DMG(Cold)
You can create a very powerful entity of animated ice at a targeted location. Jack Frost possesses several ice powers to attack any nearby foes and can be healed and buffed like any teammate. Recharge: Very Long										





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MIND CONTROL

POWER NAME	ACTIVATION TYPE	WHO?	END COST	CAST TIME	RECHARGE TIME	EFFECT AREA	RADIUS	MAX # OF TARGETS	ENH TYPES	POWER TYPE
Mesmerize	Click	Foe	5.2	1.67	6	Character	—	—	Accuracy_Boost, kDamage_Boost, kEnduranceDiscount_Boost, kRange_Boost, kSleep_Boost	Ranged, Moderate DMG(Psionic), Foe Sleep
Mesmerize painfully assails a target with psychic energy, rendering him unconscious. The target will remain asleep for some time, but will awaken if attacked. Damage: Moderate, Recharge: Moderate										
Levitate	Click	Foe	6.864	1.87	6	Character	—	—	Accuracy_Boost, kDamage_Boost, kRecharge_Boost, kEnduranceDiscount_Boost, kRange_Boost, kKnockback_Boost	Ranged, Moderate DMG(Smash)
You can send a single target violently into the air, then slam him to the ground for Smashing damage. This power can bring flying foes to the ground. Damage: Moderate, Recharge: Moderate										
Dominate	Click	Foe	8.528	1.1	8	Character	—	—	Accuracy_Boost, kRecharge_Boost, kEnduranceDiscount_Boost, kRange_Boost, kHold_Boost, kDamage_Boost	Ranged, Moderate DMG(Psionic), Foe Hold
Painfully tears at the mind of a single foe. Dominate deals Psionic damage and renders a foe helpless, lost in his own mind and unable to defend himself. Damage: Moderate, Recharge: Moderate										
Confuse	Click	Foe	8.528	5.87	8	Character	—	—	Accuracy_Boost, kRecharge_Boost, kEnduranceDiscount_Boost, kRange_Boost, kConfuse_Boost	Ranged, Target Confuse
You can Confuse an enemy, forcing him to believe his friends are not who they appear to be. If successful, the enemy will ignore you and attack his own allies. If you Confuse someone before he has noticed you, your presence will continue to be masked. You will not receive any Experience Points for foes defeated entirely by a Confused enemy. Recharge: Moderate										
Mass Hypnosis	Click	Foe	15.6	2.03	45	Sphere	25	10	Accuracy_Boost, kRecharge_Boost, kEnduranceDiscount_Boost, kRange_Boost, kSleep_Boost	Ranged (Targeted AoE), Foe Sleep
Hypnotizes a group of foes at a distance and puts them to Sleep. The targets will remain asleep for some time, but will awaken if attacked. This power deals no damage, but if done discreetly, the targets will never be aware of your presence. Recharge: Slow										
Telekinesis	Toggle	Foe	1.56	0.3	60	Sphere	10	5	Recharge_Boost, kEnduranceDiscount_Boost, kRange_Boost	Toggle: Ranged (Targeted AoE), Foe Hold, Repel
Lifts a foe, and any nearby foes, off the ground and repels them. The targets are helpless, unable to take action, and will continue to hover away, picking up any passing targets, as long as you keep this power active. Keeping up this level of concentration costs a lot of Endurance. Recharge: Slow										
Total Domination	Click	Foe	15.6	2.03	240	Sphere	20	10	Accuracy_Boost, kRecharge_Boost, kEnduranceDiscount_Boost, kRange_Boost, kHold_Boost	Ranged (Targeted AoE), Foe Hold
Tears at the mind of a target foe and those near him. Dominate renders all affected foes helpless, lost in their own minds and unable to defend themselves. Recharge: Very Long										
Terrify	Click	Foe	20.8	2.03	40	Cone	60	10	Accuracy_Boost, kDamage_Boost, kRecharge_Boost, kEnduranceDiscount_Boost, kRange_Boost, kFear_Boost, kDebuff_ToHit_Boost	Ranged (Cone), Minor DMG(Psionic), Foe Fear(Special)
This power Terrifies foes within a cone area in front of you, causing them to tremble in Fear uncontrollably. The affect is so frightening and overwhelming, that the target takes real damage from the physiological response to this Psionic attack. Damage: Minor, Recharge: Slow										
Mass Confusion	Click	Foe	26	1.67	240	Sphere	25	16	Accuracy_Boost, kRecharge_Boost, kEnduranceDiscount_Boost, kRange_Boost, kConfuse_Boost	Ranged (Targeted AoE), Foe Confuse
You can cause Mass Confusion within a group of foes, creating chaos. All affected foes within the area will turn and attack each other, ignoring all your allies. If you Confuse your foes before they noticed you, your presence will continue to go unnoticed. You will not receive any Experience Points for foes defeated entirely by Confused enemies. Recharge: Very Long										

PLANT CONTROL

POWER NAME	ACTIVATION TYPE	WHO?	END COST	CAST TIME	RECHARGE TIME	EFFECT AREA	RADIUS	MAX # OF TARGETS	ENH TYPES	POWER TYPE
Entangle	Click	Foe	7.8	1.2	4	Character	—	—	Accuracy_Boost, kDamage_Boost, kRecharge_Boost, kEnduranceDiscount_Boost, kRange_Boost, kImmobilized_Boost	Ranged, Moderate DoT(Smashing, Lethal), Foe Immobilize
Immobilizes your target by Entangling their feet in a twisted mass of thorny roots. The roots do smashing and lethal damage to the target over time. More resilient foes may require multiple applications to Immobilize. Damage: Moderate(DoT), Recharge: Fast										
Strangler	Click	Foe	8.528	2.07	8	Character	—	—	Accuracy_Boost, kRecharge_Boost, kEnduranceDiscount_Boost, kRange_Boost, kHold_Boost, kDamage_Boost	Ranged, Moderate DoT(Smashing), Foe Hold
Holds a distant foe by Strangling him with massive root-like vines. The target is held helpless, while he is slowly crushed by the vines. Damage: Moderate(DoT), Recharge: Moderate										
Roots	Click	Foe	13	1.67	8	Sphere	30	10	Accuracy_Boost, kDamage_Boost, kRecharge_Boost, kEnduranceDiscount_Boost, kRange_Boost, kImmobilized_Boost	Ranged (Targeted AoE), Minor DoT(Smashing, Lethal), Foe Immobilize
Immobilizes a group of foes by entangling their feet in a twisted mass of thorny Roots. Roots is slower and does less damage than Entangle, but it can capture many multiple foes in one attack. Damage: Moderate(DoT), Recharge: Fast										
Spore Burst	Click	Foe	13	1.37	45	Sphere	25	10	Accuracy_Boost, kRecharge_Boost, kEnduranceDiscount_Boost, kRange_Boost, kSleep_Boost	Ranged (Targeted AoE), Foe Sleep
You hurl a large fungi pod at your foes. This pod is full of Spores that burst on impact, engulfing the target and all those around him. All affected targets may succumb to the narcotic effect of the Spores and will fall asleep. The targets will remain asleep for some time, but will awaken if attacked. Recharge: Slow										
Seeds of Confusion	Click	Foe	15.6	1.07	60	Cone	50	10	Accuracy_Boost, kRecharge_Boost, kEnduranceDiscount_Boost, kRange_Boost, kConfuse_Boost	Ranged (Cone), Foe Confuse
You throw a handful of seeds from a rare Baffle plant at your foes. The seeds spread out in a wide cone and release a dusty chaff that contain a number of alkaloids and hallucinogenic compounds. Foes that come into contact with these seeds become violently confused and will turn and attack each other, ignoring you and all your allies. You will not receive any Experience Points for foes defeated entirely by Confused enemies. Recharge: Very Long										

PLANT CONTROL CONT.

POWER NAME	ACTIVATION TYPE	WHO?	END COST	CAST TIME	RECHARGE TIME	EFFECT AREA	RADIUS	MAX # OF TARGETS	ENH TYPES	POWER TYPE
Spirit Tree	Click	Caster	13	3.2	200	Location	—	—	Recharge_Boost, kEnduranceDiscount_Boost, kRange_Boost, kHeal_Boost	Place Tree: PBAoE Heal
You can tap into the elusive and powerful energy of the World Tree and extract a Spirit Tree at a targeted location. The Sprit Tree is immobile, but possesses incredible regenerative powers. The Regeneration Rate of you, or your allies, will be greatly increased as long as you are near the Spirit Tree. Recharge: Very Long										
Vines	Click	Foe	15.6	3.1	240	Sphere	20	10	Accuracy_Boost, kRecharge_Boost, kEnduranceDiscount_Boost, kRange_Boost, kHold_Boost	Ranged (Targeted AoE), Foe Hold
Creates a field of Strangler Vines that can Hold multiple foes at range. The affected targets are held helpless by the massive root-like vines. Unlike the power Strangler, this power does not deal any damage, but it can Hold multiple foes at once. Recharge: Moderate										
Carrion Creepers	Click	Caster	26	1.17	360	Location	—	—	Recharge_Boost, kEnduranceDiscount_Boost, kRange_Boost, kDamage_Boost, kAccuracy_Boost, kKnockback_Boost, kSlow_Boost, kImmobilized_Boost	Summon Creepers, Ranged (Location AoE), Target -Speed, -Fly, -Jump,
You can create a Creeper patch at a targeted location. The patch will snag foes, slowing their movement, and preventing them from jumping or flying. Additionally, a Creeper Vine will burst from under each live and defeated foe in the area and start attacking your enemies. Creeper Vines do minimal damage, but they can knock down your enemies and it's poisonous thorns can slow your foes. Any foes that are defeated in the Creeper patch will also produce a growth of Entangle Roots that will Immobilize any enemies near the defeated foe. Recharge: Very Long										
Fly Trap	Click	Caster	26	1.17	240	Location	—	—	Recharge_Boost, kEnduranceDiscount_Boost, kRange_Boost, kDamage_Boost, kAccuracy_Boost, kImmobilized_Boost, kDebuff_Defense_Boost	Summon Fly Trap: Ranged Control Special
You can summon an giant carnivorous Fly Trap plant beast. Fly Trap may be an understatement, as this plant beast has a taste for flesh. The Fly Trap will viciously attack any nearby foes; biting, hurling poisonous Thorns and even casting its own Entangle Roots. The Fly Trap will fight by your side and can be healed and buffed like any teammate. Recharge: Very Long										

SECONDARY POWERS

ENERGY ASSAULT

POWER NAME	ACTIVATION TYPE	WHO?	END COST	CAST TIME	RECHARGE TIME	EFFECT AREA	RADIUS	MAX # OF TARGETS	ENH TYPES	POWER TYPE
Power Bolt	Click	Foe	5.2	2	4	Character	—	—	Accuracy_Boost, kDamage_Boost, kEnduranceDiscount_Boost, kRange_Boost, kKnockback_Boost, kRecharge_Boost	Ranged, Minor DMG(Energy/Smash), Foe Knockback
A quick attack that rapidly hurls small bolts of energy at foes, sometimes knocking them down. Fast, but little damage. Damage: Minor, Recharge: Fast										
Bone Smasher	Click	Foe	8.528	1.5	8	Character	—	—	Accuracy_Boost, kDamage_Boost, kRecharge_Boost, kEnduranceDiscount_Boost, kStunned_Boost	Melee, High DMG(Smash/Energy), Disorient
This melee attack can be slow, but it compensates by dealing a good amount of damage and having a better chance to Disorient than Energy Punch. Damage: High, Recharge: Moderate										
Power Push	Click	Foe	8.528	1.1	8	Character	—	—	Accuracy_Boost, kDamage_Boost, kRecharge_Boost, kEnduranceDiscount_Boost, kRange_Boost, kKnockback_Boost	Ranged Minor DMG(Energy/Smash), Foe High Knockback
This ranged attack deals little damage, but sends the target flying for a great distance. Damage: Minor, Recharge: Moderate										
Power Blast	Click	Foe	6.864	1.67	6	Character	—	—	Accuracy_Boost, kDamage_Boost, kRecharge_Boost, kEnduranceDiscount_Boost, kRange_Boost, kKnockback_Boost	Ranged, Moderate DMG(Energy/Smash), Foe Knockback
A much more powerful, yet slower version of Power Bolt. Power Blast sends a focused beam of energy at a foe that can knock him back. Damage: Moderate, Recharge: Moderate										
Power Boost	Click	Caster	7.8	1.17	120	Character	—	—	EnduranceDiscount_Boost, kRecharge_Boost	Self +Special
Greatly boosts the secondary effects of your powers. Your powers' effects like Heals, Defense Buffs, Endurance Drains, Disorients, Holds, Immobilizes, Knockbacks and more, are all improved. The effects of Power Boost last a short while, and only the next couple of attacks will be boosted. Recharge: Long										
Whirling Hands	Click	Foe	13	1.67	14	Sphere	8	10	Accuracy_Boost, kDamage_Boost, kRecharge_Boost, kEnduranceDiscount_Boost, kStunned_Boost	PBAoE Melee, Moderate DMG(Smash/Energy)
By focusing your energy into the muscles in your arms, you can launch a dizzying flurry of attacks against every foe in melee range. Some foes may be hit hard enough to be Disoriented as well. Damage: Moderate, Recharge: Slow										
Total Focus	Click	Foe	18.512	3.3	20	Character	—	—	Accuracy_Boost, kDamage_Boost, kRecharge_Boost, kEnduranceDiscount_Boost, kStunned_Boost	Melee, Extreme DMG(Energy/Smash), Foe Disorient
Total Focus is complete mastery over Energy Melee. This melee attack is a very slow, but incredibly devastating attack that can knock out most opponents, leaving them Disoriented. Due to the exhausting nature of Total Focus, recharge time is very long. Damage: Extreme, Recharge: Long										
Sniper Blast	Click	Foe	14.352	1.33	12	Character	—	—	Accuracy_Boost, kDamage_Boost, kRecharge_Boost, kEnduranceDiscount_Boost, kRange_Boost, kKnockback_Boost, kInterrupt_Boost	Sniper, Extreme DMG(Energy/Smash), Foe Knockback
A focused blast that can travel great distances with high Accuracy. This is a sniper attack, and is best fired from a distance, as it can be interrupted. Damage: Superior, Recharge: Slow										
Power Burst	Click	Foe	10.4	2	11	Character	—	—	Accuracy_Boost, kDamage_Boost, kRecharge_Boost, kEnduranceDiscount_Boost, kRange_Boost, kKnockback_Boost	Close, High DMG(Energy/Smash), Foe Knockback
A short range, but devastating attack. Damage: High, Recharge: Slow										

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FIERY ASSAULT

POWER NAME	ACTIVATION TYPE	WHO?	END COST	CAST TIME	RECHARGE TIME	EFFECT AREA	RADIUS	MAX # OF TARGETS	ENH TYPES	POWER TYPE
Flares	Click	Foe	3.692	2.17	2.18	Character	—	—	Accuracy_Boost, kDamage_Boost, kEnduranceDiscount_Boost, kRange_Boost, kRecharge_Boost	Ranged, Minor DMG(Fire)
A quick attack that throws Flares at the target. Little damage, but very fast. Damage: Minor, Recharge: Very Fast										
Incinerate	Click	Foe	8.528	1.67	8	Character	—	—	Accuracy_Boost, kDamage_Boost, kRecharge_Boost, kEnduranceDiscount_Boost	Melee, High DoT(Fire)
Intense concentration can allow you to Incinerate an opponent at melee range. This will set your foe ablaze, dealing damage over time. Damage: High(DoT), Recharge: Slow										
Fire Breath	Click	Foe	15.184	2.67	16	Cone	40	10	Accuracy_Boost, kDamage_Boost, kRecharge_Boost, kEnduranceDiscount_Boost, kRange_Boost	Close (Cone), Moderate DoT(Fire)
You can breathe forth a torrent of fire that burns all foes within its narrow cone. Very accurate and very deadly at medium range. Damage: Moderate(DoT), Recharge: Slow										
Fire Blast	Click	Foe	5.2	1.2	4	Character	—	—	Accuracy_Boost, kDamage_Boost, kRecharge_Boost, kEnduranceDiscount_Boost, kRange_Boost	Ranged, Moderate DMG(Fire)
Sends a Blast of Fire at a targeted foe and sets the target on fire for a short period of time. Slower recharge rate than Flares, but more damage. Damage: Moderate, Recharge: Fast										
Fiery Embrace	Click	Caster	7.8	0.73	180	Character	—	—	EnduranceDiscount_Boost, kRecharge_Boost	Self +DMG
Significantly boosts the damage of all your Fire attacks for quite a while. Also increases the damage of all your other non-fire based attacks for a short while. Recharge: Very Long										
Combustion	Click	Foe	13	3	15	Sphere	15	10	Accuracy_Boost, kDamage_Boost, kEnduranceDiscount_Boost, kRecharge_Boost	PBAoE, Moderate DoT(Fire)
Your mastery of fire allows you to violently raise the temperature around yourself in an attempt to spontaneously combust any nearby foes and set them ablaze, dealing damage over time. Damage: Moderate(DoT), Recharge: Slow										
Consume	Click	Foe	0.52	2.03	180	Sphere	20	10	Accuracy_Boost, kRecharge_Boost, kEnduranceDiscount_Boost, kDamage_Boost, kRecovery_Boost	PBAoE Fire Dam, Self +End
You can drain body heat from all nearby foes in order to replenish your own Endurance. The more foes affected, the more Endurance is gained. Foes suffer minimal Fire damage. Damage: Minor, Recharge: Very Long										
Blazing Bolt	Click	Foe	14.352	1.67	12	Character	—	—	Accuracy_Boost, kDamage_Boost, kRecharge_Boost, kEnduranceDiscount_Boost, kRange_Boost, kInterrupt_Boost	Sniper, Extreme DMG(Fire)
A long range beam of fire that blasts your foes. Like most sniper attacks, this power has a bonus to Accuracy, but is best fired from a distance as it can be interrupted. Damage: Extreme, Recharge: Slow										
Blaze	Click	Foe	10.4	1	10	Character	—	—	Accuracy_Boost, kDamage_Boost, kRecharge_Boost, kEnduranceDiscount_Boost, kRange_Boost	Close, High DMG(Fire)
A short range, but devastating flame attack. Damage: High, Recharge: Slow										



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ICY ASSAULT

POWER NAME	ACTIVATION TYPE	WHO?	END COST	CAST TIME	RECHARGE TIME	EFFECT AREA	RADIUS	MAX # OF TARGETS	ENH TYPES	POWER TYPE
Ice Bolt	Click	Foe	5.2	1.17	4	Character	—	—	Accuracy_Boost, kDamage_Boost, kRecharge_Boost, kEnduranceDiscount_Boost, kRange_Boost, kSlow_Boost	Ranged, Minor DMG(Cold/Smash), Foe -Recharge, -SPD
Ice Bolt quickly pelts an enemy with small icy daggers; their chill Slows a foe's attacks and movement for a time. Fast, but little damage. Damage: Minor, Recharge: Fast										
Ice Sword	Click	Foe	8.528	1.83	8	Character	—|	—	Accuracy_Boost, kDamage_Boost, kRecharge_Boost, kEnduranceDiscount_Boost, kSlow_Boost	Melee, Moderate DMG(Cold/Lethal), Foe -Recharge, -SPD
You create a blade of solid ice that deals good damage. Being hit by this Ice Sword will Slow a target's movement and attack speed, due to the intense chill. Damage: Moderate, Recharge: Moderate										
Ice Sword Circle	Click	Foe	18.512	4.17	20	Sphere	10	10	Accuracy_Boost, kDamage_Boost, kRecharge_Boost, kEnduranceDiscount_Boost	PBAoE Melee, Moderate DMG(Cold/Lethal)
Mastery of your Ice Sword has enabled you to make an attack on every foe within melee distance. This will slash and chill your enemies, dealing moderate damage and slowing all affected target's movement and attack speed. Damage: Moderate, Recharge: Slow										
Ice Blast	Click	Foe	6.864	1	6	Character	—	—	Accuracy_Boost, kDamage_Boost, kRecharge_Boost, kEnduranceDiscount_Boost, kRange_Boost, kSlow_Boost	Ranged, Moderate DMG(Cold/Smash), Foe -Recharge, -SPD
Ice Blast hurls shards of ice at foes and Slows their attacks and movement for a time. Slower recharge than Ice Bolt, but more damage. Damage: Moderate, Recharge: Moderate										
Power Boost	Click	Caster	7.8	1.17	120	Character	—	—	EnduranceDiscount_Boost, kRecharge_Boost	Self +Special
Greatly boosts the secondary effects of your powers. Your powers' effects like Heals, Defense Buffs, Endurance Drains, Disorients, Holds, Immobilizes, Knockbacks and more, are all improved. The effects of Power Boost last a short while, and only the next couple of attacks will be boosted. Recharge: Long										
Frost Breath	Click	Foe	15.184	2.67	16	Cone	40	10	Accuracy_Boost, kDamage_Boost, kRecharge_Boost, kEnduranceDiscount_Boost, kRange_Boost, kSlow_Boost	Close (Cone), Moderate DoT(Cold), Foe -Recharge, -SPD
Unleashes a cone of frosty breath that can Slow your opponents' movement and attacks. Very accurate and very deadly at medium range. Damage: Moderate(DoT), Recharge: Slow										
Chilling Embrace	Toggle	Foe	0.13	0.73	2	Sphere	10	10	EnduranceDiscount_Boost, kRecharge_Boost, kSlow_Boost	Toggle: PBAoE, Foe -Recharge, -Speed
While active, you dramatically lower the temperature around yourself, Slowing the attack rate of all nearby foes, as well as their movement speed. Recharge: Very Fast										
Greater Ice Sword	Click	Foe	10.192	1.83	10	Character	—|	—	Accuracy_Boost, kDamage_Boost, kRecharge_Boost, kEnduranceDiscount_Boost, kSlow_Boost	Melee, High DMG(Cold/Lethal), Foe -Recharge, -SPD
Your mastery of Ice allows you to create an enhanced blade of solid ice that deals above average damage. Being hit by the Greater Ice Sword will Slow a foes' attack and movement speed, due to the intense chill. Damage: High, Recharge: Slow										
Bitter Ice Blast	Click	Foe	13	1.07	12	Character	—	—	Accuracy_Boost, kDamage_Boost, kRecharge_Boost, kEnduranceDiscount_Boost, kRange_Boost, kDebuff_ToHit_Boost, kSlow_Boost	Ranged, Superior DMG(Cold/Smash), Foe -Recharge, -SPD, -ACC
A slower yet more powerful version of Ice Blast, Bitter Ice Blast deals much more damage and can also reduce your enemy's Accuracy. Like other Ice Blast powers, Bitter Ice Blast can Slow a target's movement and attack speed. Damage: Superior, Recharge: Slow										

PSIONIC ASSAULT

POWER NAME	ACTIVATION TYPE	WHO?	END COST	CAST TIME	RECHARGE TIME	EFFECT AREA	RADIUS	MAX # OF TARGETS	ENH TYPES	POWER TYPE
Psionic Dart	Click	Foe	5.2	1.33	1.5	Character	—	—	Accuracy_Boost, kDamage_Boost, kEnduranceDiscount_Boost, kRange_Boost, kRecharge_Boost	Ranged, Minor DMG(Psionic), Target -Recharge
This basic attack does minor Psionic damage, and can slightly reduce a target's attack speed, but has a very fast attack rate. Damage: Moderate, Recharge: Fast										
Mind Probe	Click	Foe	8.528	1.17	8	Character	—	—	Accuracy_Boost, kDamage_Boost, kEnduranceDiscount_Boost, kRange_Boost, kRecharge_Boost	Melee, Moderate DMG(Psionic), Target -Recharge
Grip the minds of your foe with a Mind Probe. You must be in close proximity to pull off this attack that wrecks havoc on your foes synapses, dealing moderate Psionic Damage while reducing his attack speed. Damage: Moderate, Recharge: Moderate										
Telekinetic Thrust	Click	Foe	6.864	2.07	6	Character	—	—	Accuracy_Boost, kDamage_Boost, kRecharge_Boost, kEnduranceDiscount_Boost, kKnockback_Boost	Melee, Minor DMG(Psionic/Smash), Foe Knockback
A focused attack or intense mental power that violently sends a nearby foe flying. Deals minimal damage, but can be very effective. Damage: Minor, Recharge: Moderate										
Mental Blast	Click	Foe	5.2	2.67	4	Character	—	—	Accuracy_Boost, kDamage_Boost, kEnduranceDiscount_Boost, kRange_Boost, kRecharge_Boost	Ranged, Moderate DMG(Psionic), Target -Recharge
This basic attack does moderate Psionic damage, and can slightly reduce a target's attack speed. Damage: Moderate, Recharge: Fast										
Psychic Scream	Click	Foe	11.856	2.67	12	Cone	60	10	Accuracy_Boost, kDamage_Boost, kRecharge_Boost, kEnduranceDiscount_Boost, kRange_Boost	Ranged (Cone), Moderate DMG(Psionic), Foe -Recharge
This howl of Psionic energy resonates in the minds of all foes within its conical area of effect, inflicting moderate damage. Damage: Moderate, Recharge: Slow										
Drain Psyche	Click	Foe	13	0.73	120	Sphere	10	10	EnduranceDiscount_Boost, kRecharge_Boost, kHeal_Boost, kRecovery_Boost	PBAoE Foe -Regen, -Recovery; Self +Regen, +Recovery
You Drain the Psyche of you nearby foes, thus weakening their Hit Point Regeneration and Endurance Recovery and boosting your own. Recharge: Very Long										





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PSIONIC ASSAULT CONT.

POWER NAME	ACTIVATION TYPE	WHO?	END COST	CAST TIME	RECHARGE TIME	EFFECT AREA	RADIUS	MAX # OF TARGETS	ENH TYPES	POWER TYPE
Subdue	Click	Foe	8.528	1.67	8	Character	—	—	Accuracy_Boost, kDamage_Boost, kRecharge_Boost, kEnduranceDiscount_Boost, kRange_Boost, kImmobilized_Boost	Ranged, Moderate DMG(Psionic), Foe Immobilize
Subdue deals moderate Psionic damage and may leave the targeted foe Immobilized for a brief time. Immobilized foes cannot move but can still attack. Damage: Moderate, Recharge: Moderate										
Psionic Lance	Click	Foe	14.352	1	12	Character	—	—	Accuracy_Boost, kDamage_Boost, kRecharge_Boost, kEnduranceDiscount_Boost, kRange_Boost, kInterrupt_Boost	Sniper, Superior DMG(Psionic), Target -Recharge
This extremely long range Psionic attack has a bonus to Accuracy, and can Slow a target's attack rate. This is a sniper attack, and is best fired from a distance as it can be interrupted. Damage: Extreme, Recharge: Slow										
Psychic Shockwave	Click	Foe	10.192	1.97	10	Sphere	25	10	Accuracy_Boost, kDamage_Boost, kRecharge_Boost, kEnduranceDiscount_Boost, kStunned_Boost	Close (AoE), High DMG(Psionic), Foe Disorient -Recharge
Psychic Shockwave is a devastating Psionic attack that wracks the minds of all nearby foes. Affected foes may have a reduced attack rate and may be left Disoriented. Damage: High Recharge: Slow										

THORNY ASSAULT

POWER NAME	ACTIVATION TYPE	WHO?	END COST	CAST TIME	RECHARGE TIME	EFFECT AREA	RADIUS	MAX # OF TARGETS	ENH TYPES	POWER TYPE
Thorny Darts	Click	Foe	4.368	1.33	3	Character	—	—	Accuracy_Boost, kDamage_Boost, kRecharge_Boost, kEnduranceDiscount_Boost, kRange_Boost, kDebuff_Defense_Boost	Ranged, Minor DMG(Lethal), DoT(Toxic) -DEF
Hurls small Thorny Darts at your foes. Thorny Darts deal moderate damage. Poison from the Darts deals additional Toxic damage and can reduce your foes Defense. Damage: Moderate, Recharge: Fast										
Skewer	Click	Foe	8.528	1.63	8	Character	—	—	Accuracy_Boost, kDamage_Boost, kRecharge_Boost, kEnduranceDiscount_Boost, kDebuff_Defense_Boost	Melee, Moderate DMG(Lethal), DoT(Toxic) -DEF
You lunge forward with this melee attack and Skewer your foe with the large Thorn on your arm. Deals moderate damage and poisons your foe. Poison from the Thorns deals additional Toxic damage and can reduce your foes Defense. Damage: Moderate, Recharge: Fast										
Fling Thorns	Click	Foe	13	1.63	12	Cone	30	10	Accuracy_Boost, kDamage_Boost, kRecharge_Boost, kEnduranceDiscount_Boost, kRange_Boost, kDebuff_Defense_Boost	Ranged (Cone), Moderate DMG(Lethal), DoT(Toxic) -DEF
You can throw dozens of Thorns in a wide cone in front of you, impaling foes caught within the area. These Thorns deals moderate damage, and poisons any targets it hits. Thorn poison deals additional Toxic damage and can reduce your foes' Defense. Damage: Moderate, Recharge: Slow										
Impale	Click	Foe	6.864	2.43	6	Character	—	—	Accuracy_Boost, kDamage_Boost, kRecharge_Boost, kEnduranceDiscount_Boost, kRange_Boost, kDebuff_Defense_Boost, kSlow_Boost, kImmobilized_Boost	Ranged, High DMG(Lethal), DoT(Toxic), Immobilize, -DEF, -SPD, -Fly, -Jump
You can throw a small cluster of large Thorns at a targeted foe. These Thorns carry a large amount of the toxin. In addition to dealing Toxic damage, a successful attack can slow a target, preventing Running, Jumping of Flying. Most foes will likely be completely Immobilized, unable to run. Damage: Moderate, Recharge: Moderate										
Aim	Click	Caster	5.2	1.17	90	Character	—	—	Recharge_Boost, kEnduranceDiscount_Boost, kBuff_ToHit_Boost	Self +ACC, +DMG
Greatly increases the Accuracy of your attacks for a few seconds. Slightly increases damage. Recharge: Long										
Thorn Burst	Click	Foe	15.184	3	15	Sphere	15	10	Accuracy_Boost, kDamage_Boost, kRecharge_Boost, kEnduranceDiscount_Boost, kDebuff_Defense_Boost	PBAoE Melee, Moderate DMG(Lethal), DoT(Toxic) -DEF
You can explode dozens of Thorns in all directions around you. These Thorns only travel a short distance, but they can deal moderate damage and poison any target close to you. Toxic damage from the thorns can reduce the Defense of affected foes. Damage: Moderate, Recharge: Slow										
Thorntrops	Click	Caster	7.8	1.63	45	Location	—	—	Recharge_Boost, kEnduranceDiscount_Boost, kRange_Boost, kDamage_Boost, kSlow_Boost	Ranged (Location AoE), Minor DoT(Lethal), Foe -Speed
You fling dozens of Thorns into the ground at a targeted location. The small Thorns pepper the ground over a large area. Any enemy that pass over the Thorntrops will be forced to move at a slower rate. They will also take some trivial Lethal damage over time. Damage: Minor(DoT), Recharge: Slow										
Ripper	Click	Foe	11.024	2.17	11	Cone	5	5	Accuracy_Boost, kDamage_Boost, kRecharge_Boost, kEnduranceDiscount_Boost, kKnockback_Boost, kDebuff_Defense_Boost	Melee (Cone), High DMG(Lethal), DoT(Toxic) -DEF, Knockback, -SPD
You can unleash a spectacular slashing maneuver that attacks all foes in a wide arc directly in front of you. Ripper deals massive damage and poisons multiple targets. It can even knock foes down. Thorn poison deals additional Toxic damage and can reduce your foes Defense. Damage: High, Recharge: Slow										
Thorn Barrage	Click	Foe	10.192	2	11	Character	—	—	Accuracy_Boost, kDamage_Boost, kRecharge_Boost, kEnduranceDiscount_Boost, kRange_Boost, kKnockback_Boost	Close, High DMG(Lethal), DoT(Toxic) -DEF
A short range, but devastating attack. Thorn Barrage unleashes your Thorns at high velocity causing severe damage at close range. Although these Thorns only travel a short distance, their impact can knock most foes on their back. Thorn poison deals additional Toxic damage and can reduce your foes Defense. Damage: High, Recharge: Slow										

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INTRODUCTION
THE BASICS
ARCHETYPES
GROUP DYNAMICS
ZONES
VILLAINS
PVP
BASES



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GROUP TACTICS

TEAMUPS

Forming a team in *City of Villains* is pretty straightforward. The loner Villain has two avenues for joining a teamup. One is to start one (in the Global chat window type LFM); the other is to advertise as available to groups already formed or currently forming (in the Global chat window type LFG).

To join a team, open up the Group Window and click on Seeking Group. Toggling this allows members of already formed super teams (and solo players interested in teaming up) in the same zone to see that you are in fact looking for a group to join. They can then send you an invitation from anywhere in the zone, so it's not necessary to be in the leader's presence to team up. If you are already the leader of a teamup and you'd like to recruit the help of a few more Villains, simply go to the same Group Window and choose Seeking Members to see the list of available Villains. Once you find good matches for your group, send them a /tell to ask if they'd like to join you, then invite away and have them come meet you. Once you're in a group, your team members appear on the map as waypoints and it's easy to find each other. Your teammates appear on your zone map as little directional arrows, just like you do. Those arrows are even color-coded to indicate your teammates' health status.



As you play on a team, the tactics you deploy are different from those of any other MOG. There are no "perfect" groups in *City of Villains*. Each Archetype has its obvious benefits, but a group without a healer is not gimped, so worrying too much about that isn't productive. Obviously, a healer is nice to have, but it's not a requirement if you know how to work to each teammate's advantages. If you have a lot of range and no melee, a Dominator with good Knockback or Knockdown powers is as useful as a healer would be to melee Brutes. That same Dominator would end up irritating melee Brutes in a different group, since they would have to chase the knocked-back foes around the map. Learning to play to the unique strengths of your group's different powers will make all the difference and directly influences how many trips to the hospital you make.

Team leaders in *City of Villains* have some abilities that set them apart from the rest of the group and force them to actually lead. The leader of the super group chooses which missions the group concentrates on and sets those missions as "Active" in the mission Team Window. Once a mission is active, all the members must do that mission until the leader either cancels it or sets another as active. Also, once missions are active, each group member has a waypoint set for that mission. The only requirements are that the person who actually has the mission must be in the same zone as the leader in order for the leader to select it, and if a member is currently on an instanced mission, the leader must wait till that group member is finished or leaves the map.

Missions spawn more enemies for teams, gearing itself up to accommodate the bigger group. This is great for a prepared team, but can overwhelm careless Villains and send everybody to the hospital. Knowing each others' roles, using team tactics, and playing toward your team's advantages is what teams are all about.

Teammates also have a few nice abilities at their disposal. The team roster allows you to watch your teammates' hit points and Endurance, and target them easily for buffs and heals, instead of trying to click on them while they're in melee surrounded by foes.

Another important feature in *City of Villains* is the Assist command. Selecting the party's Brute (to take the most common example) and hitting an attack button automatically targets whatever the Brute is targeting. On that same note, as a healer, if you target the Brute and attack, you'll attack the foe the Brute is targeting, but if you activate a Heal or Buff, it heals or

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buffs your teammate. This makes it extremely easy for the whole team to target the toughest enemies first, as well as giving the frontline fighters full control of the situation, if they know how to handle it.

TEAM COMPOSITION

Once you have a team, everyone needs to identify their role in it. As mentioned before, groups can be made of virtually any combination of Archetypes, so there's not necessarily a "healer" or a "mezzer" in every group. A group of eight Corruptors is lethally effective, as is a group of four Brutes and four Dominators. This means it's possible to group with your friends, regardless of their Archetypes, and still have a very viable chance of succeeding.

That said, there are a few configurations that tend to work better.

If possible, try to have a Dominator, preferably one with mass holds. This provides optimal melee crowd control.

Avoid being in a group of only Corruptors or Stalkers when no crowd control exists—either a Mastermind (with myriad pets) or Dominators—as this creates a team that either runs a lot or dies a lot due to unmanaged aggro. The only real function that every group needs to agree upon is crowd control, as poor crowd control makes for significant death debt.

Again, these are loose strategic guidelines. Any combination of Villains is bad news for the other side—if you spend a little time thinking about how best to take advantage of your particular strengths.

TEAM TACTICS

Are you going to pull enemies away from their friends, or wade into the middle of mobs with both fists flying? If you're a Brute/Stalker-heavy team, wading may be more efficient. If you're ranged-heavy, pulling is much safer.

How are you pulling? Do you have Teleport Foe available? If not, a taunting Brute or ranged attack might suffice.

Know the rules of pulling and make sure everyone follows them (see Chapter 2 for in-depth info on pulling). Pulling a mob with a ranged attack, then having a Dominator Root him before he gets to the team can aggro the rest of the enemies and completely defeat the purpose of pulling in the first place. Pulling is an art form, and for it to be successful the group must all work in conjunction, otherwise you might as well just wade in and take your chances.

If there is a mix of melee and ranged powers, make sure the melee Villains know to keep an eye on the health bars of their ranged counterparts and the location of the foes in relation to the group. All it takes is some Death Mage self-detonating for hundreds of hit points to wipe out the entire ranged contingent. Let the ranged players deal with runners—don't follow them, as they will only lead you into other groups. Be ready and able to switch targets quickly if a new threat arises.

Lastly, either everyone needs to be in agreement on mob target priority, or a leader (usually the puller) needs to be assigned to call the shots. Spreading out and attacking multiple foes may not be the best solution if a boss or special-attacking mob is in the mix.

In intense combats a team leader must call the shots, and everyone in the group must respect the leader's decisions and follow them to a T.

CAUTION

Avoid the crazed aggro player, fighting above his or her head and then scraping off bad guys on unsuspecting others trying to have their fun. Ranged fighters particularly should be on the lookout for this behavior. Be sure to kick such individuals from your team posthaste (better that than the inevitable debt they bring).



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ZONES

WELCOME TO THE ROGUE ISLES

In this section you'll find an atlas to the sandy shoals of the Rogue Isles, featuring every zone, along with massive reams of data covering just about every last aspect of each zone you could possibly want to know (and much Lord Recluse would rather you didn't). The zones are arranged in alphabetical order.

BLOODY BAY

Skyway City

Meteors
Meteor Jay (M1)
Meteor Panch (M2)
Meteor Do (M3)
Meteor Ek (M4)
Meteor Teen (M5)
Meteor Char (M6)

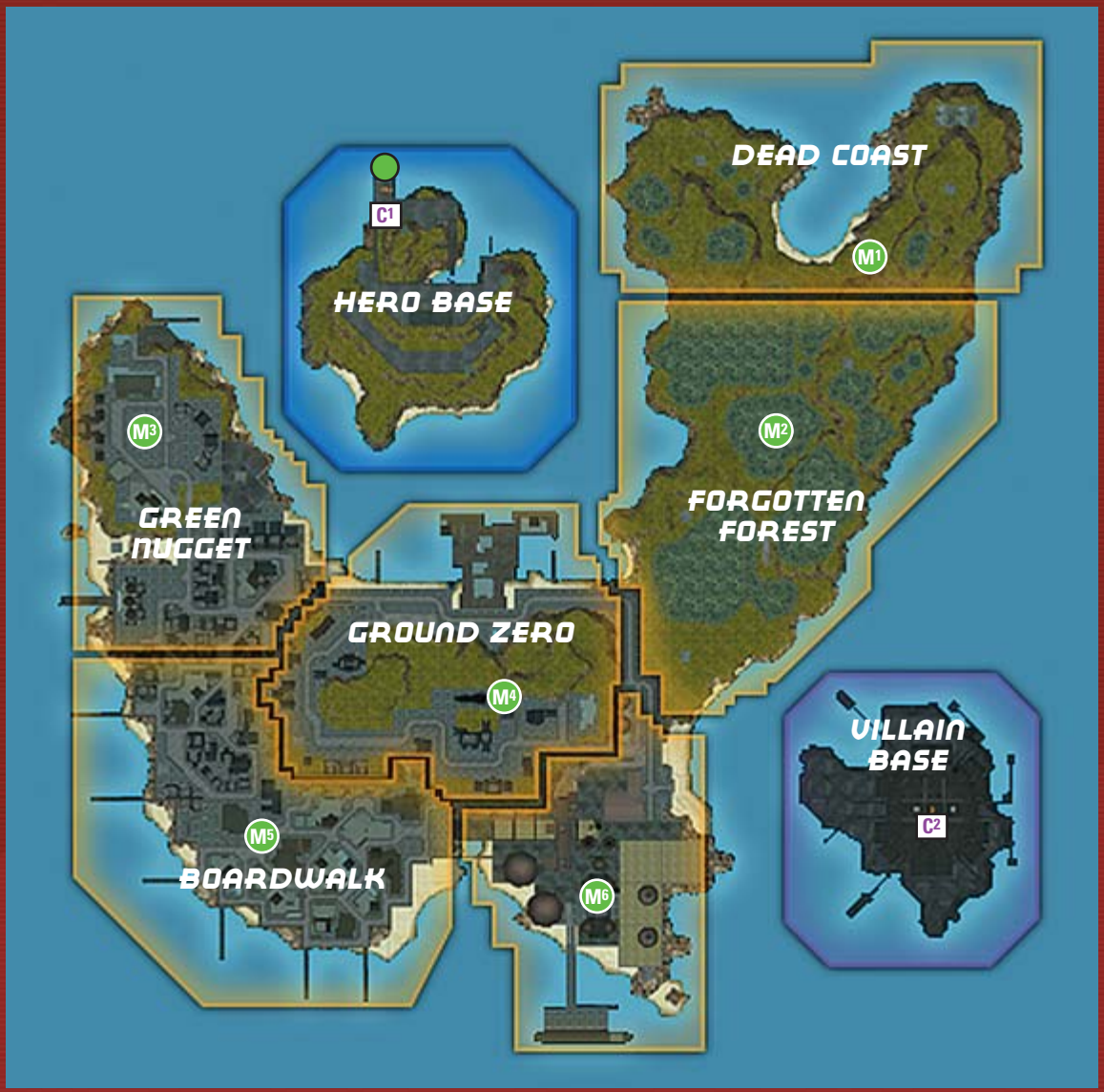
Contacts
Warzone Agent Eckman (C1)
Warzone Operative Oudot (C2)

Color Codes

Blue outlined areas are Hero safe zones.

Purple outlined areas are Villain safe zones.

Orange outlined areas are hostile to both Heroes and Villains. Enemies here will attack both sides.



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Essential Data
Level Range: 15+ (auto-leveled to 25)
Neighborhoods: 8
PvP Zone: Yes
Trainer(s): No
Strike Force NPC: NA

Connections
Cap au Diable: Local Helicopter
Skyway City (CoH): Paragon Helicopter



HISTORY: BLOODY BAY

The island that became known as Bloody Bay was settled in the early 1800s as a slave-sorting center between western Europe and the Americas. The bustling port made the island wealthy and quality of life was high—for the residents, at least. Unfortunately, the trade ships also brought large numbers of sick and dying slaves. The healthy captives were shuffled onto new boats, while the sick were callously left behind for the locals to deal with. Some slave refugees recovered, but most perished and their bodies were buried in Upland Forest.

In 1817, a large group of slaves revolted, possibly with the aid of the restless spirits of the long-dead Mu found throughout the Rogue Isles. The inhabitants were at first overwhelmed, but sailors from the ships joined in and a massive battle with no quarter for either side was fought at the docks. When the battle was over, the bodies were dumped in the harbor to feed the gathering sharks. The beasts have remained thick in these waters ever since.

It was said the entire lagoon turned crimson. From that point on, "Oceanview" was forever called "Bloody Bay."

Despite its dark and violent past, Bloody Bay slowly recovered. It remained a convenient trading post, and business and industry thrived for nearly a century.

But cursed ground dies hard, and Bloody Bay was struck by meteors in 1989, killing thousands and rendering the entire island unihabitable due to radiation and strange creatures that rose from the ruins. Arachnos provided some passage, but the sick and irradiated were abandoned to fend for themselves.

There is much evidence to suggest these meteors are fragments of a cosmic being named after the Hindu deity "Shiva," the destroyer of worlds. According to some, Shiva was a planet-devouring entity discovered in the last 1960s.

By 1986 Shiva's course was confirmed—she was heading toward Earth. Several world powers secretly contributed their best and brightest super-powered beings to a covert strike team and launched them into deep space with a nuclear weapon designed to destroy Shiva. The team was never heard from again, but Shiva could no longer be sensed by Earth's scientists or mystics, so it was believed she was destroyed.

When the meteors struck Bloody Bay, intrepid reporters uncovered the secret of Shiva and quickly determined these fragments were pieces of the dread Destroyer. Lord Recluse returned when he heard this news, sending teams of Arachnos to study the meteor and determine if it would help him in his plan for world domination. Longbow responded with their own exploratory team, claiming that the island had been abandoned and was therefore neutral ground. Now the two powers and their super-powered agents fight for control of the meteor fragments and their amazing power to spawn proto-plasmic entities called "Shivans."

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ENEMIES

Bloody Bay is crawling with enemies. Most are looking for salvage in the ruins, while a few have heard about the meteors and their strange properties.

ARACHNOS

Lord Recluse's men are not happy to be here. They abandoned this place once and see little value in fighting monsters for an irradiated, abandoned island. On the plus side, there's no clear ownership of the island now, giving them free reign to fire on Longbow's so-called "Heroes."
Neighborhoods: Arachnos Base.

LONGBOW

Longbow needs little excuse to fight Arachnos, but the combination of the island's now-ambiguous ownership (since Recluse abandoned it) and the strange meteors cinched the deal. They're here in force, though they let independent Heroes do most of the fighting to avoid as many political incidents as possible.
Neighborhoods: Longbow Base.

THE CIRCLE OF THORNS

The Circle of Thorns knows the Mu were once strong here and are always on the lookout for any sign of their return.
Neighborhoods: Green Nugget, Water Street, Boardwalk, Forgotten Forest, Dead Coast, Ground Zero.

FREAKSHOW

The Freakshow came purely looking for salvage. They've found it in droves, but they're not above taking advantage of the chaos and lawlessness here to pick on Heroes and Villains who cross their path.
Neighborhoods: Green Nugget, Water Street, Boardwalk, Dead Coast, Ground Zero.

GHOSTS

Slaves, pirates, and citizens too poor for the cemetary of Bloody Bay were all buried in mass graves in the lonely woods now called the "Forgotten Forest." Their restless spirits haunt here, looking for vengeance against those who still have what they long for most—life.
Neighborhoods: Forgotten Forest.

SHIVANS

The weird creatures known as the Shivans originate here. The best anyone can figure, they are living "blobs" of the entity known as Shiva. They seem to use bones and bits of junk to give them form and structure, though there is little doubt they are held together mostly by sheer malevolence.
Neighborhoods: Green Nugget, Water Street, Boardwalk, Forgotten Forest, Dead Coast, Ground Zero.

NEIGHBORHOODS

GREEN NUGGET

This area of town was one of the wealthiest outside the business districts because people would travel here from some of the other Rogue Isles as well as the U.S. to gamble.

When the meteors struck , one of the larger fragments hit in front of the island's largest casino, ironically called "The Green Nugget."

BOARDWALK

This neighborhood used to be a housing and small business district. Most everyone who worked and lived in Bloody Bay had their homes here, and small businesses were intermingled between apartment buildings and condos.

WATER STREET

This neighborhood was once the high business district. The area is in far better shape than the rest of the city, though Shivans still roam free in the streets.

GROUND ZERO

The central meteor hit downtown and hit it hard. The path of the shard can be seen in the long trench leading to it.

Some who have investigated this fragment claim it has grown "roots" underground that lead directly into the nearby mausoleums. Certainly the Shivans use human bones to prop up their protoplasmic bodies, so perhaps these tales are true.

FORGOTTEN FOREST

Once known as Upland Forest, this neighborhood used to be a large burial ground for all the unfortunate slaves who perished here. The large number of dead has given rise to a disproportionately high number of Shivans.

DEAD COAST

Once a beautiful cove and beach where people liked to snorkel when tourism was popular, Dead Coast is now a watery wasteland.

The beaches are covered in rubble and debris, and in the once-pristine cove sits the last meteor to hit Oceanview. The water around the fragment is tainted; no living creatures swim near this coastline anymore.

SAFE ZONES

These safe zones were established by Arachnos and Longbow to provide entry for their "freelance" agents—Heroes and Villains recruited to gather samples of the meteor for their respective sides.

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CAP AU DIABLE



- Hospital
- Base Portal
- Trainer
  - Arbiter Howe
  - Arbiter Orr
- Ferry
  - Port Oakes
- Black Helicopter Line
- Bloody Bay
- Magic Store
- Mut. Store
- Nat. Store
- Sci. Store
- Tec. Store
- Quartermaster (x3)

Contacts

- Golden Roller (C1)
- Operative Wellman (C2)
- Willy Wheeler (C3)
- Virgil Tarikoss (C4)
- Marshall Brass (C5)
- Boris the Russian (C6)
- Desdemona the Glint (C7)
- Dr. Shelly Percey (C8)
- Dmitri Krylov (C9)
- Peter Themari (C10)

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Essential Data

Level Range: 10–20
Neighborhoods: 5
PvP Zone: No
Trainer(s): Arbiter Howe
Strike Force NPC: Virgil Tarikes

Connections

Bloody Bay: Local Helicopter
Grandville: Rogue Ferry Line (NA)
Mercy Island: Local Helicopter
Nerva Archipelago: Rogue Ferry Line
Port Oakes: Local Ferry
Sharkhead Isle: Rogue Ferry Line
St. Martial: Rogue Ferry Line



HISTORY: CAP AU DIABLE

Legend says the Children of Enos were a French cult who fled Europe and discovered the Rogue Isles. There they found the ruins of an ancient Mu outpost and the scars of the war against the Oranbegans long before. One of the Children of Enos, a sorcerer named Blaise Celestine, discovered the last writings of the Mu, which described the demons their enemies had used against them. Celestine began to delve deeper into demonology, but his progress—so far away from any ancient sources—was slow.

The spirits of Oranbega had already sensed the Children's presence on the old Mu outpost, and feared they might somehow reawaken their ancient enemies. So they quietly planted dreams in the minds of those who first chased the Children from France, revealing their location. Within months, French warships appeared on the horizon and musketeers stormed the Children's camps.

Several refugees found their way to Celestine and told him of the horrors taking place on the other islands. Realizing his was a losing battle, Celestine accelerated his studies by making a direct plea to the dark powers.

The bloody history of the island and Celestine's own limited research were almost enough—but not quite. He realized he needed a sacrifice. Celestine fretted and delayed, driving himself mad with the realization of what he must do. He almost waited too long—a landing party of French soldiers came ashore and drove the few remaining cultists up the slopes of the island's volcano. Celestine made up his mind as follower after follower died. At the top of the mountain, he grabbed his remaining companion—his own daughter Daphne—and threw her into the volcano.

Form the mountain rose a massive demon, summoned by Celestine's prayers and sacrifice. It was Batz'Ul, a horned terror from the lowest bowels of the pit. Without the proper binding rituals, the demon was free to do as it pleased. Its first act was to devour the foolish Celestine.

The soldiers fought well, but Batz'Ul slew most of them and allowed a few to escape only so they would bring more back. They did, and those were slaughtered the same as the first.

The demon could not leave the island—Celestine had managed that much—and the locals had no interest in venturing to its hellish domain. So Batz'Ul raged and burnt the landscape to cinders.

Years later, Father Hardi, the same priest who would later cleanse the fort at Port Oakes, put together a band of blessed adventurers and ventured to Batz'Ul's domain. While the adventurers held Batz'Ul at bay—at great personal cost—the ever-prepared Father Hardi enacted a ritual he had researched long before setting foot on the island.

Batz'Ul was cast into the volcano, and its vent was sealed by Hardi's powerful magic. The peak took on the shape of Batz'Ul's massive head. The lay of the island beneath the "horned mountain" caused later settlers to name it Cap au Diable, or the "Cape of the Devil."

Years later, the capped volcano still burns hot. The people know it is a dormant volcano but few believe the tales of cults and devils, and have no rational explanation for its bizarre shape.

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CONTACTS

Dr. Dmitri Krylov: This former Russian scientist is rumored to have been part of a super-secret Soviet program to develop metahuman soldiers. After the fall of the Soviet Union, Dmitri came to the Rogue Islands to continue his experiments and profit from the results.

Dr. Shelly Percey: An underworld doctor interested in metahumans, both natural and artificial, Dr. Percey gets a lot of information from treating wounded metahumans, but she also needs field reports from others. She owes a lot of favors to King Midas, since he's helped her get drugs and equipment she needed and she's patched up his men over the years. There may be something developing between them.

Peter Themari: Some say Peter Themari is a demon in human form. Whether it's true metaphysically, mystically, or spiritually, everyone who knows him thinks he's a horrible person, and most of the people who know him are villains.

Themari loves the Rogue Isles because they let him indulge his every depredation. He looks on the islands as his own hunting ground and passionately hates anyone who would dare to bring justice or righteousness to them.

Desdemona the Glint: Desdemona is without doubt the city's snappiest dresser. She'd make the city's "Best Dressed" list if she didn't work with common criminals. Desdemona got to know the city's crime lords by making costumes for them. She still designs outfits, but she likes to make a few quick bucks selling information as well.

Willy Wheeler: Everyone has heard about Willy "Dealer" Wheeler. He's the guy who wants to hit it big, but hasn't. Instead, he's a little man with a big chip on his shoulder. Lately things have been a little different though. Apparently Willy's got a new source of hot tips. Maybe he's finally ready for the big time.

Marshal Leon Brass: An imposing African-American from Detroit, Leon Brass rose through the ranks of Arachnos through a series of succesful campaigns, culminating in the capture of of the mad scientist Carl Egon some years ago.

Since then he has been promoted to the rank of Marshal for Cap au Diable. He clashes frequently and publicly with Dr. Aeon, the scientific genius Governor of the island.

Golden Roller: No one knows who the Golden Roller really is, only that he gets his name from the sleek gold Cadillac he drives around Cap au Diable. The word on the street is that he's a troubleshooter for the Goldbrickers, the high-tech thieves who work for the famous King Midas.

Arachnos Operative Wellman: Operative Wellman is an Arachnos agent put in charge of making continued harassing attacks against Paragon City because he's *really* bitter about Paragon and its Heroes. He used to be a policeman, and got tired of the so-called Heroes taking the spotlight. In truth, he was a corrupt cop anyway, and he got caught. He still thinks the city owes him, though, and Arachnos is more than willing to use his injured pride and organizational zeal for their own ends.

Boris the Russian: Boris is a heavy-set Ukrainian with thick black hair, beard, and mustache. He was once a high-ranking KGB officer in the old Soviet empire and the rumor is that after the Cold War he joined up with Arachnos. If that's true, he must have displeased Lord Recluse, for he now works the streets selling information to thugs like you.

Virgil Tarikoss : Somewhere on Mt. Diable, the mad mystic known as Virgil Tarikoss waits. Rumors are spreading in shadowy mystic circles that Tarikoss seeks at least four utterly remorseless individuals to form a Strikeforce and accomplish a great and evil deed.

ENEMIES

ARACHNOS

Lord Recluse's soldiers are everywhere, and they are rarely happy to see their master's "Chosen."
Neighborhoods: All.

THE CIRCLE OF THORNS

As always, the sinister Circle of Thorns combs the Rogue Isles searching for descendants and relics of long-lost Mu.
Neighborhoods: New Haven, Mount Diable, Vagabond Hills.

CLOCKWORK

How the devious Clockwork exist so far from the Clockwork King's pyschic powers is a great mystery on Cap au Diable. Many theorize there must be another source.
Neighborhoods: Aeon City, Mount Diable.

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THE COUNCIL
The Council brokers many deals in Cap au Diable, usually for high-tech weapons and gear stolen by the Goldbrickers. They also frequently recruit fresh blood from the downtrodden.
Neighborhoods: Haven.

GOLD BRICKERS
Aeon City provides King Midas' high-tech thieves with numerous targets. They can usually be found hovering around tall buildings staking out their latest target.
Neighborhoods: Aeon City, Haven.

LUDDITES
The descendents of Father Henri oppose Dr. Aeon's technology, claiming it serves evil ends. They petition constantly, trying to sway others to their cause and claiming the rumors of the demon trapped in the volcano are true. Even more ridiculously, they claim Dr. Aeon has tapped into the demon, and that it is the thing's infernal energy that powers Aeon City's acclaimed Power Transferrance System (the PTS).
Neighborhoods: Devil's Coat Tails, Haven, New Haven, Vagabond Hills.

VAHZILOK
Dr. Vahzilok's followers have found a new home in this city. Some have "opened up shop," and prey on the innocent citizens of Cap au Diable.
Neighborhoods: Devil's Coat Tails, Haven.

NEIGHBORHOODS

HAVEN (Levels 12–14)
If Aeon City is the model, Haven is the aspirant. Its buildings have not adapted the brighter surface of Dr. Aeon's neighborhood and still bear scores of neon signs and other "noise." The catch-up nature of the district means its rent is cheaper, crime is more rampant, and violent rampages by super-powered beings are all too common.

AEON CITY (Levels 14–16)
Aeon City is proclaimed as a model of perfection. Nestled in the foothills of Mont Diable, it was founded by the renowned Dr. Aeon roughly a decade ago.

Dr. Aeon is now the benevolent Governor of Cap au Diable, and is responsible for such incredible innovations as giant produce, organ cloning, and perhaps his most famous invention, the "Power Transferrance System."

The "PTS" supports the "City of the Future" and its incredible energy demands. This amazing creation taps the bowels of dormant Mount Diable and efficiently transfers geothermal energy into clean electricity. Its massive tendrils stretch throughout the island, providing clean and efficient power to all who need it.

The Luddites claim the "PTS" taps a *demon* rather than a volcano, but everyone *knows* they're crazy. Reports of "gremlins" occasionally gathering around the PTS lines are similarly ridiculous.

NEW HAVEN (Levels 15–18)
New Haven is in many ways similar to Haven proper, both in architecture and in general shabbiness.

A few newer buildings, WSPDR News and Aeon University, have appeared recently, as if to trick the casual visitor into ignoring the rest of the neighborhood but really just providing even more marked contrast to New Haven's neglect.

The island's most famous reporter, Amanda Vines, works out of WSPDR's offices here. Some wonder why Lord Recluse tolerates her constant prodding, but so far she has proven immune to Arachnos's wrath.

VAGABOND HILLS (Levels 18–20)
This hills south of New Haven are said to be the hiding place of Martin Henri—founder of the Luddite movement.

The hills are also home to numerous vagrants, dispossessed when Dr. Aeon "relocated" them to create Aeon City. Many of these former homeless have heard Martin Henri's message and joined the Luddite's ranks, so Aeon's plan may have backfired.

MONT DIABLE (Levels 18–20)
The island's greatest landmark is an old volcano and its strange rock formation called the "Head of the Devil". The horns are visible from much of the isle, making it easy for new visitors to quickly get their bearings.

The Luddites and certain occultists claim the horns are some after-effect an actual demon of gargantuan size that walked this island in Father Henri's day. They also claim that the massive, subway-sized cables leading from the mountain here do not tap a dormant volcano, but the powers of Hell itself!



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MERCY ISLAND



- P **Base Portal**
- **Trainer** — Arbiter Diaz
- F **Ferry** — Port Oakes
- 1 **Black Helicopter Line**
- 2 **Fort Cerberus (x3)**
- 3 **Mercy Door**
- 4 **Mercy Island**
- **Quartermaster (x3)**
- C **Contacts**
  - Mongoose (C1)
  - Arbiter Richard (C2)
  - Seer Marino (C3)
  - Kalinda (C4)

Essential Data

Level Range: 1–6; 17–20
Neighborhoods: 3
PvP Zone: No
Trainer(s): Arbiter Diaz; Arbiter Richard
Strike Force NPC: NA

Connections

Bloody Bay: Local Helicopter
Grandville: Rogue Ferry Line (NA)
Mercy Island: Local Helicopter
Nerva Archipelago: Rogue Ferry Line
Port Oakes: Local Ferry
Sharkhead Isle: Rogue Ferry Line
St. Martial: Rogue Ferry Line

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HISTORY: MERCY ISLAND

A lone town called Mercy rested on the low banks of the island in the days before Arachnos. It was home to a few fishing outfits and more than a few wintering pirates, but frequent disappearances and tales of bizarre snake-like creatures lurking in the island's many caverns kept the population to a minimum.

Lord Recluse claimed this lonely spot of land shortly after his rise to power. Fort Cerberus was erected and patrols were sent out to discover the truth of the "snake-men." The latter were found in great numbers, but Arachnos's overwhelming firepower quickly chased them back into their warrens.

Over the next decade, Mercy grew and the snake-men were forgotten. But they were far from dead. They'd just retreated deeper into the bowels of the earth. Lord Recluse knew full well the "Snakes" remained, but he decided to leave a few survivors for future study and possible use in plans of world conquest.

The Rikti War and the many opportunities it presented changed Recluse's focus in the new millennium. The Snakes were forgotten and allowed to multiply. A year after the Rikti defeat, the Snakes rose from their warrens and rampaged through Mercy.

Arachnos repulsed the mutants, but Lord Recluse mysteriously—and quietly—left the lower end of the island to the Snakes. The creatures had proved quite powerful, and the Master of Arachnos felt they could be studied and put to good use in many of his secret operations.

The Snake-infested area of Mercy also provided Lord Recluse with another useful purpose—a sort of Darwinian-proving ground for super-powered beings who were likely to join his cause. Arachnos frequently dumps these hopefuls into Mercy and watches to see who escapes alive. Those who do are tracked and might one day be recruited into Arachnos's ranks.

CONTACTS

Kalinda: One of Ghost Widow's handmaidens, she is the first contact new Villains make on Mercy Island. She can be found in the base in Darwin's Landing.

Mongoose: Mongoose gained his name fighting Snakes in Darwin's Landing. He's a tough customer but knows Mercy Island like the back of his hand. He particularly knows about the Snakes, and where they can be found.

Seer Marino: An Arachnos veteran of nearly 15 years, Marino joined in her youth with her older brother, Paolo, who became a Wolf Spider. Marino has advanced thanks to her gifts, but her brother is long since missing and presumed dead.



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ENEMIES

ARACHNOS

You might think, having just busted you of the Zig, that Arachnos would welcome you with open arms. You'd be wrong. The soldiers stationed in this Hell-hole are bitter and tired of fighting Snakes. They'll very happily take out their aggression on new "chosen ones" coming in from Paragon City.
Neighborhoods: All.

HELLIONS

Some of the hardcore prisoners busted out of the Zig were members of the Paragon City Hellions. Most of these brimstone-loving losers couldn't get anywhere in the City of Heroes, and they've had similar bad luck here in the City of Villains.
Neighborhoods: Mercy.

INFECTED

These sad souls hope to gain super powers from the toxic run-off that spills from mysterious laboratories in Fort Cerberus. Some actually have, but most just begin a quick and violent descent into madness.
Neighborhoods: Mercy.

LONGBOW

Freedom Corps' strike teams have claimed "hot pursuit" of the recent breakouts to blunt international criticism of their "invasion" of sovereign soil. While the world courts debate their presence, they bust and recapture as many criminals as they can.
Neighborhoods: Mercy.

ROGUE ISLES POLICE

The RIP certainly earn their namesake. These brutal bashers are looking to make names for themselves with Arachnos and get promoted to Wolf Spiders. The head of a Villain like you is a good gift to present to their superiors.
Neighborhoods: Mercy.

SKULLS

LIke the Hellions, a few members of the Skulls found their way here and started all new "chapters" of the Paragon City gang.
Neighborhoods: Mercy.

SNAKES

The mysterious Snakes were here long before the humans or even the Children of Enos were. Whether they're mutants or an actual race is a subject of some debate. Some say they are what's left of the Children of Enos, warped by dark magic in an attempt to hide from the pursuing authorities. Others say they are simply a race of mutants. There are even rumors claiming the Snakes are aliens! The truth is most likely none of these.
Neighborhoods: Mercy.

NEIGHBORHOODS

DARWIN'S LANDING (Levels 1–4)

The best way to describe Darwin's Landing is Hell. It's run-down, chaotic, and filled with people who'd just as soon slit your throat as look at you.

Lovely, eh? It's also the first place you end up after busting out of the joint.

Lord Recluse believes that those who can survive the aptly-named Darwin's Landing are tough enough to move on to the next step. Of course, many don't, but Recluse is perfectly fine with weeding out such poor candidates before he has invested time and effort in them.

You've been given a golden opportunity to prove to Arachnos you have what it takes to be truly special—to be a Villain capable of fulfilling Lord Recluse's secret, grand plan. It all starts here, so make your mark, do some damage, and show them who's boss.

MERCY (Levels 5–7)

Beyond Darwin's Landing is the reasonably prosperous neighborhood of Mercy proper. The streets here are more thought-out and geometric than those in sprawling Darwin's Landing, and the tall Gothic buildings are much cleaner and well kept. Mercy won't win any beauty awards, but it's first rate compared to the Landing.

Circling the neighborhood is huge retaining wall—approximately 30-feet high and nearly half as thick. Arachnos patrols the walls to make sure Snakes and other scum can't get over it. It wouldn't do to let the chaos of Darwin's Landing into the more profitable areas of town.

FORT CERBERUS (Levels 7–8)

Fort Cerberus is not only a major Arachnos base, but also the home of the famous Ghost Widow!

Numerous troops man the fort and keep a staging area in constant readiness for an airborne attack on Paragon City. Get too close and you'll see it's protected by deadly turrets as well.

At the back of the fort is the famous "Widow's Tower," lair of Ghost Widow herself. Her Handmaidens are said to dwell within and guard her from any Heroes foolish enough to attempt to come after her.

Several arcane laboratories surround Widow's Tower, confirming reports that Ghost Widow has been recruited to harness the power of the spirits for Lord Recluse's army.

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NERVA ARCHIPELAGO



Essential Data

Level Range: 25–40
Neighborhoods: 4
PvP Zone: No
Trainer(s): Arbiter Leery
Strike Force NPC: Starcetriel (Level 25-30); Tresarciel (Level 30-40)

Connections

Cap au Diable: Rogue Ferry Line
Grandville: Rogue Ferry Line (NA)
Sharkhead: Rogue Ferry Line
St. Martial: Rogue Ferry Line, Local Helicopter



- Hospital
- Base Portal
- Ferry — Rogue Isles
- Black Helicopter Line
- Quartermaster (x3)
- Magic Store
- Mut. Store
- Nat. Store
- Sci. Store
- Tec. Store

Contacts

Technician Naylor (C1)
Trepsarciel (C2)
Winston the Gent (C3)
Psymon Omega (C4)
Operative Rutger (C5)
Kelly Uqua (C6)
Sparcetriel (C7)
Timothy Raymond (C8)
Arbiter Frederick (C9)
Kristof Jaeger (C10)
Darla Mavis (C11)
Stella the Mouth (C12)
Lt. Demitrovich (C13)

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HISTORY: NERVA ARCHIPELAGO

Those of an occult nature claim that Nerva Archipelago was a long-term stopover for the Mu in ages past. They built numerous structures on the island called Primeva to aid them in their magical rituals, then set out to destroy the Oranbegans in what is now Paragon City. Things didn't go exactly as planned, and the Mu were wiped out by their foes' demonic hordes.

With the Mu outpost destroyed, their structures and portals fell into disrepair and were eventually covered over by the verdant forest, where they have lain undisturbed for thousands of years. One or two of the old ruins were found by pirates, but the inhospitable terrain and the vicious things rumored to lurk within kept most at bay.

The outer islands have seen more habitation, and eventually they grew into Crimson Cove, a "protectorate" on the outskirts of U.S. territorial waters. The town is heavily occupied by Heroes and Project Longbow, but since it is outside the Rogue Isles, Lord Recluse and his agents have quietly made it known that independent operators who ply their trade there will be looked on favorably.

CONTACTS

Lieutenant Demitrovich: Demitrovich was a Russian freedom fighter alongside Captain Yushenko, current leader of the Longbow forces in Nerva. He's still a Longbow Agent, but it's been said he sells agency secrets to Villains on the side. Deal with him and make up your own mind.

Darla Mavis: As the heroine Maverick, Darla fought evil in the ranks of Longbow. Until friendly fire from a Sapper stole her powers, that is. Now Darla styles herself the Dark Maverick, and she's dedicated herself to revenge against her former employers.

A Shadowy Figure: This unknown player sticks to the shadows. No one knows who he really is, but he definitely has his pulse on what's going down in Crimson Cove.

Kelly Uqua: Kelly joined Crey Industries after the Rikti War. Her previous company specialized in reverse-engineering advanced tech, and rumor has it she's been continuing that line of ork by providing Crey with contraband Rikti weapons through contacts here in the Rogue Isles.

Kristof Jaeger: Kristof was a long-time Longbow Agent until he realized he liked playing on the other side of the fence. It started with bribes and ended with a dishonorable discharge from Longbow. Now Kristoff uses his training to get back at his former bosses—and make a nice profit for himself.

Crimson Revenant: Crimson Revenant makes a living by hunting Heroes for a premium price. He's done well working for Arachnos and so is content to outsource to other villains for a cut of the price.

Magus Mu'Drakahn: This Mu Mystic is a leading figure among his kind. His main interests seem to lie in expanding his formidable arcane and political power and uncovering the history of the lost Mu civilization. It's possible Drakahn's hatred of the Circle of Thorns is greater than his loyalty to Arachnos.

Stella the Mouth: Stella never lost her groove, or her big mouth. She's not known for keeping secrets, but as long as she shares with you it ought to be fine.

Timothy Raymond: Timothy is a psi-latent who managed to break the mind-control of the Rikti before he became their pawn for life. But he didn't make it out without certain permanent changes to his mind and body.

Psymon Omega: Psymon is an intimidating sort. He's tall, strong, and has a stare that sees right through you. It's also said he's a first-class psychic who can see into the future.

Operative Rutger: Agent Rutger is a high-ranking Arachnos officer who forms special mission teams to counter vigilante threats to the Rogue Isles.

Technician Naylor: Portal Technician Grant Naylor joined Arachnos to escape a life of dead-end jobs. His aptitude tests would have placed him as low-grade Hero-fodder except for one thing: He had an innate grasp of interdimensional theory surpassing many experts in the field.

Winston the Gent: Winston is that rare theif. One of breeding and education. He's used his advantages to network with butlers and maids all over the city—who evidently hear far more than most would think.

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ENEMIES

ARACHNOS
Arachnos treads carefully here. Nerva is legally a US protectorate, and Lord Recluse doesn't need an international incident turning more of the world against him.
Neighorhoods: Crimson Cove.

CIRCLE OF THORNS
The Oranbegan sorcerers are thick in Nerva, as there are dozens of unexplored Mu ruins to investigate.
Neighorhoods: Primeva, Thorn Isle.

CORALAX
Common to this part of the Rogue Isles are the mysterious Coralax. They wander the coasts, hunting for unsuspecting prey to drag into the briny depths.
Neighorhoods:
Agincourt, Crimson Cove.

THE COUNCIL
The Council has insinuated itself between the cracks, instigating war between Arachnos and Longbow at every turn for their own nefarious ends.
Neighorhoods: Crimson Cove.

CREY
The Countess has many offices in the area, and her minions love to mix it up with Heroes and Villains alike.
Neighorhoods:
Crimson Cove, Primeva.

DEVOURING EARTH
The thick jungle and weird Mu ruins call to the Devouring Earth, and they have come!
Neighorhoods: Primeva, Thorn Isle.

LEGACY CHAIN
The Legacy Chain is curious about all the mystical mumbo-jumbo happening on Nerva's outskirts. They're also friendly with Longbow and eager to help them fight off Recluse's Villains.
Neighorhoods: Crimson Cove.

LONGBOW
You can't swing a dead hero without hitting one of Longbow's goody-two shoes. They have a major base here and patrol fiercely to keep Arachnos out.
Neighborhoods: Crimson Cove, Agincourt, Primeva.

THE LOST
Rumors of alliances between the Lost (and their Rikti masters) and Arachnos have given Longbow grave concerns.
Neighorhoods:
Crimson Cove, Primeva.

WYVERN
Manticore's vigilantes are friendly with Longbow and often help them fight the encroachment of Villains from the Rogue Isles.
Neighorhoods:
Agincourt, Crimson Cove.

NEIGHBORHOODS

CRIMSON COVE (Levels 15–20)
After the civilization of Mu was chased out of the Rogue Isles, massive earthquakes rocked an island once known as Primeva, splitting it into three distinct landmasses. Centuries later, Crimson Cove was settled and the smaller islands were linked by bridges.

Crimson Cove sits just inside the territorial waters of the U.S., but is considered a protectorate much like Puerto Rico. A large city has grown up there, serving as a sort of "doorway" between the Rogue Isles and the mainland from the Golden Age of Piracy to the present.

Longbow considers Crimson Cove a bellwether for Arachnos's progress in the Cold War. The people here certainly have a bit of scoundrel in them as a rule, but are otherwise normal folks just trying to get by. That makes them perfect targets for super-villains from the nearby Arachnos territories and Primeva in particular.

PRIMEVA (Levels 33–37)
This island is called Primeva (prime-eeva) for its lush jungle and vine-covered ruins. Evidence of a long-lost Mu settlement is everywhere, as are numerous portals located in the ruins. The whole island is extremely lush with vegetation. Small rolling hills cover the island, and trees snake through the hills.

Over the centuries, those who have come here have felt an ominous presence. As if raw power itself kept watch over Primeva.

Those with occult training finally realized what even the most non-sensitive visitor had sensed. The island happens to lie atop two conjoining ley lines, ehtereal "streams" of arcane energy.

It's quite obvious the Mu understood this, for their ruins are built directly beneath the ley lines.

There is much evidence to suggest Primeva was the last stronghold of the Mu. The ruins here date to about the time of the great war between the Mu and the Oranbegans, and strange glyphs have been interpreted by some to mean the "end times."

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THORN ISLE (Level 40+)

Thorn Isle was once the home of lovely wildlife and vegetation, an extension of Primeva before it was warped by the Circle of Thorns into what it is today. Large rock outcroppings line the layers of earth, and rocks dance above them eerily on powerful "currents" of eldritch energy.

But the most amazing find of all lies at the very center of the island: the Thorn Tree, a warped living being that produces for the ultimate weapons of power for the Circle of Thorns, the Thorn Swords.



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PORT OAKES



F Ferry
Cap Au Diable
Mercy Island

$ Quartermaster (x3)

C Contacts
Velvuta Lunata (C1)
Mr. Bocor (C2)
The Radio (C3)
Billy Heck (C4)
Drea the Hook (C5)
Mikey the Ear (C6)
Arbiter Unger (C7)
Angelo Vendetti (C8)

Arachnos Watchtower
Supergroup Registrar

Essential Data
Level Range: 5–12
Neighborhoods: 6
PvP Zone: No
Trainer(s): Arbiter Unger
Strike Force NPC: NA

Connections
Cap au Diable: Local Ferry
Mercy Island: Local Ferry



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HISTORY: PORT OAKES

Port Oakes is an odd blend of old and new. The architecture of the fort, outlying areas, and old docks show some sign of the mostly French settlers who lived there, but it has been so overtaken by the mishmash of criminals from around the world that it's more of a common theme than a style.

Port Oakes was named after Sergeant Westin Oakes, a former American marine who first "conquered" the Rogue Isles around 1900. He later became President Oakes, and brought the former pirate isles kicking and cursing into the 20th Century.

CONTACTS

Mr. Bocor: Even Bocor's first name is a closely guarded secret (for names convey great power, he says). A Voodoo priest, Bocor came to Port Oakes to commune with the spirits, but he's not immune to the call of lucre either.

Billie Heck: Billie showed up in Port Oakes hoping to start his own gang. When that failed he became an errand boy for the Family.

Fortunata Veluta Lunata: Formerly one of Ghost Widow's personal aides, Veluta fell out of favor when she was discovered having an affair with an Arachnos soldier. Ghost Widow tested Veluta's loyalty by asking her to slay her lover—which she did. Veluta bound the soldier's spirit to her and is currently monitoring the spectral activity on Port Oakes.

Drea the Hook: Drea used to be a crab fisherman stationed in Alaska; unfortunately he watched most of his crew go down with the ship, ending his career and causing him to develop a fear of water.

The Radio: There are rumors flying around that this radio sometimes stops broadcasting Top 40 music and instead starts broadcasting strange messages—messages about opportunities, perils, and other things. Follow its strange demands at your own peril.

Angelo Vendetti: The Vendettis are a large and powerful crime family who trace their origins back to the Mediccis. Despite their power, the villain known as the Center, who formed the fascist Council, worked his way into their good graces and plundered their empire. The Vendettis—never ones to forget a slight or forgive a trespass—have been at war with the Center and his Council ever since.

Mikey the Ear: Mikey has put his big ears to use. It's said he hears everything going on in Port Oakes. Some think he might even have mutant powers.

ENEMIES

ARACHNOS

Arachnos is no more willing to accomodate "chosen ones" here than they are anywhere else. Fortunately, Lord Recluse believes in survival of the fittest. If you can survive your fights with them, it won't have any long-term consequences.

Neighborhoods: All.

THE CIRCLE OF THORNS

The bloody history of Port Oakes, and its former role as a Mu outpost, means the Circle are inevitable.

Neighborhoods: Fort Blood.

THE COUNCIL

Port Oakes makes a great midway point for much of the Council's smuggling and infiltration into Paragon City. It also helps that they're eager for a fight with the Family.

Neighborhoods: Dockside, Oil Spill.

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CORALAX

Residents of Port Oakes know the weird creatures known as the Coralax surround the beaches of Port Oakes, but it's unclear why. Some say their secrets are locked away on Sharkhead Isle. They an often be found near the sunken *Cairo Queen.*

Neighborhoods: Oil Spill.

FAMILY

The Family controls Port Oakes. It's said their hands are in everything from trash to lumber and shipping.

Even the Governor of the island was the head of the Family—Manuel Marcone. He was lured away and nabbed by Interpol recently, leaving a vacuum that could only be filled after a bloody gang war between his son, Emil Marcone, and his former consigliore, Guido "the Mook" Verandi. (See The Mooks.)

Neighborhoods: Dockside, Oil Spill, Marconeville, Villa Montrose.

HELLIONS

You can't keep a bad demon-worshipper down. The Hellions love Port Oakes for one simple reason—Oil Spill. The constant leaks in the area provide ample fuel for their pyromania.

Neighborhoods: Dockside, Oil Spill.

THE LOST

The Rikti's favorite whipping boys have cropped up around the docks in Port Oakes lately.

Neighborhoods: Dockside.

SPECTRAL PIRATES

Blackbeard murdered French soldiers in the old fort atop the hill. Later, the French retaliated by executing pirates here. Ghosts rampaged through the fort for years until Father Henri exorcised them. His miracle was only partly successful, however, as the ghostly pirates still run free at night and attack any living being they come across.

Neighborhoods: Fort Blood.

SNAKES

Though most consider the Snakes "native" to Mercy Isle, there's a fairly large nest on Port Oakes as well. Whether they were indigenous or came in off one of the boats isn't clear.

Neighborhoods: Dockside.



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NEIGHBORHOODS

ARENA DISTRICT (Levels 7–8)

The lingering depression of Dockside caused the former governor, Manuel Marcone, to try a number of new programs to stimulate the economy. The most successful has been the Battle Bowl, a covered dome arena that provides nightly fights between superbeings.

Around the arena are numerous stores, restaurants, and other businesses trying to grab as much business as they can from those heading to the Battle Bowl. Scalpers stand outside hawking tickets, and Arachnos soldiers are more adamant than usual about breaking up fights. ("Save it for the dome, buddy.")

DOCKSIDE (Levels 7–9)

Dockside was destined for decimation before the arrival of Arachnos. Its success as a refuge for smugglers, pirates, thieves, and black marketers made it a looming target for several supergroups, governments, and corporate mercenaries. Several of these strikes were actually on the drawing board, and might well have resulted in the complete destruction of Port Oakes, if Lord Recluse and Arachnos hadn't suddenly and surprisingly become the "legitimate" government and offered it protection.

This afforded Dockside considerable protection, and its crime lords flourished for nearly two decades, peaking during the drug craze of the early '80s. Several skyscrapers were built, Fort Hades was reoccupied by Arachnos, and crime and corruption were as rampant as the many foreign currencies that flowed into the newly upgraded piers or the rows of new warehouses that appeared along the wharf.

At the height of Dockside's success, power became a major problem. Dr. Aeon fixed this problem with a prototype of the device he would later build in Cap au Diable. The mad scientist tapped into the thermal vents of the island itself and erected a power station directly over one of the vents. Dr. Aeon gave little thought to the actual infrastructure however. Rather than laying out an effective grid with capacitors and safety circuits, he simply created the power plant and let the local crime bosses figure out who could tap into it and how. Citizens must pay an exorbitant fee to tap in and must provide their own secondary cabling as well. This results in a tangled mess of cables, towers, and crossed circuits that fails frequently.

OIL SPILL (Levels 9–11)

Gazdul Oil is a petroleum company headquartered out of Cairo, Egypt. Secretly, it is a pawn of mysterious forces that have yet to come to light, but most of its operations are aboveboard and reasonably honest. The owners are not true villains, after all—they just have their own agenda. Part of that agenda is creating a kind of "supercomputer," a blend of actual electronic components as well as geography, bloodlines, and even events that complete a quasi-mystical circuit.

One of the events required for completion of this circuit was a massive oil spill just off Port Oakes's docks. Three years ago, Ms. Liberty came to Port Oakes to arrest a super-powered arsonist named Thermonuke. The two flyers fought all over the island, but their battle royale ended on the deck of the *Cairo Queen*. Ms. Liberty smashed Thermonuke through the metal of the deck and into the volatile crude below. The villain's devastating powers ignited the oil and cracked open the *Cairo Queen*. Rich oil spilled into the cove, destroying the wildlife and staining the water with thick black puddles that have mysteriously not faded since that day.

The oil slicks cause no real harm but are semipermanent fixtures due to the magic of the event. Only when the circuit is activated will the stains fade.

Seen from on high, the oil spill mysteriously forms the Eye of Horus… .

The local Coralax blame the humans for the spill and attack vengefully whenever the opportunity presents itself. They can be found along the beach and in the depths of this cove.

MARCONEVILLE (Levels 8–10)

Marconeville is the downtown area of Port Oakes and is dominated by Arachnos's Port Oakes Watchtower. It is surrounded by a few lesser towers belonging to Crey and other megacorporations. It's not that these businesses can't afford taller buildings—they're just not allowed to surpass the height of Arachnos's Watchtower.

The areas immediately around each skyscraper are very safe, guarded by corporate zones that paralyze and eliminate those taking violent action (like police drones in Paragon).

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Between the towers, and in the shadows and alleys they create, is the usual riffraff of the Rogue Isles—the Council, the Lost, and the Family.

One edge of the neighborhood ends in the uplands of Mont Diable.

The Family is particularly noxious in Port Oakes, fighting among their various subfamilies to determine who the next governor of the island should be. The struggle takes place between Marcone's son, Emil Marcone, who feels he is the rightful "heir" to his father's position, and Guido "the Mook" Verandi, who claims (rightfully) that there are no such things as "heirs" to the governorship.

Officially, Lord Recluse hasn't given the position to either power—he wants the two factions to fight for it.

FORT HADES (Levels 9–11)

Visitors to Port Oakes first see Fort Hades looming over the city of Dockside. It's an old pirate fort, taken over by Arachnos and updated with turrets, banners, and the Arachnos logo. In 1718, Blackbeard himself stormed this French fortress. He captured, killed, and tortured its defenders along its walls, leaving behind a horde of angry spirits who have not dispersed to this day.

The "Red Hands" have been a frequent problem at the fort; though they were banished by a priest over a century ago, the exorcism only applies in the light of day. They remain thick in the dark sea caves beneath the structure and rise up into the fort by night. They are reckless entities, attacking any living thing on sight, but have a particular hunger for the souls of the wicked. As this is the City of Villains, there is rarely a shortage of fresh victims.

Fort Hades is now run by Marshal Jane Coghill, a no-nonsense lady who is a veteran of many Arachnos victories. Coghill realizes the importance of the research that goes on at her station, and she cares little for the constant complaints of her troops. She is often visited by Ghost Widow, though the two care little for each other.

Arachnos patrols circle the base and battle the ghosts nightly, but the spirits simply return the next eve. Arachnos scientists have recently attempted to capture some of them and convert them into ethereal assassins, but this has met with mixed results. Several of their "spirit traps" can be seen in the courtyard. They appear empty by day but at night are filled with wailing spirits.

The Circle of Thorns also lurk near the fort. They are attempting to recruit the angry spirits into their own army as well, or at the very least keep them from Lord Recluse. The first thing spirits are likely to be sent to kill are, of course, other spirits—such as the Oranbegans who have yet to inhabit mortal form.

VILLA MONTROSE (Levels 10–12)

Separating themselves from the rabble has become expected of the various crime bosses, governors, and Arachnos officials on each island. Port Oakes is no exception.

Villa Montrose is a walled-off compound for the highest-level Arachnos officials and wealthy crime bosses. Security is heavy within the compound and there are always Arachnos guards stationed on the exterior walls.

The governor's home is situated within Villa Montrose as well. The former governor, Manuel Marcone, was tricked off the island, captured, and indicted for crimes in Spain and Portugal. Lord Recluse has yet to appoint a new governor, leaving a vacuum that Marcone's son and his consigliore are trying to fill. The war is perhaps less conspicuous but most vicious here in Villa Montrose, where the crime bosses' families and those of their lieutenants live side by side. Atrocities against these "innocents" are common, and the hatred between the gangs here is the most intense.



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SHARKHEAD ISLE



- Hospital
- Base Portal
- Siren's Call
- Ferry
  Rogue Isles
- Quartermaster
- Magic Store
- Mut. Store
- Nat. Store
- Sci. Store
- Tec. Store
- Contacts
  Doc Buzzsaw (C1)
  Lorenz Ansaldo (C2)
  Lt. Chalmers (C3)
  Strike Force (C4)
  Arbiter Friesen (C5)
  Mickey the Filch (C6)
  Diviner Maros (C7)
  Kara the Scorpion (C8)
  Henri Dumont (C9)
  Vince Dubrowski (C10)
  Crash Cage (C11)
  Operative Vargas (C12)
  Operative Kirkland (C13)
  Archmage Tarixus (C14)
  Captain Petrovich (C15)

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Essential Data
- Level Range: 20–30
- Neighborhoods: 6
- PvP Zone: No
- Trainer(s): Arbiter Friesen
- Strike Force NPC: Port of Renault

Connections
- Cap au Diable: Rogue Ferry Line
- Grandville: Rogue Ferry Line (NA)
- Nerva Archipelago: Rogue Ferry Line
- Siren's Call: Local Helicopter
- St. Martial: Rogue Ferry Line



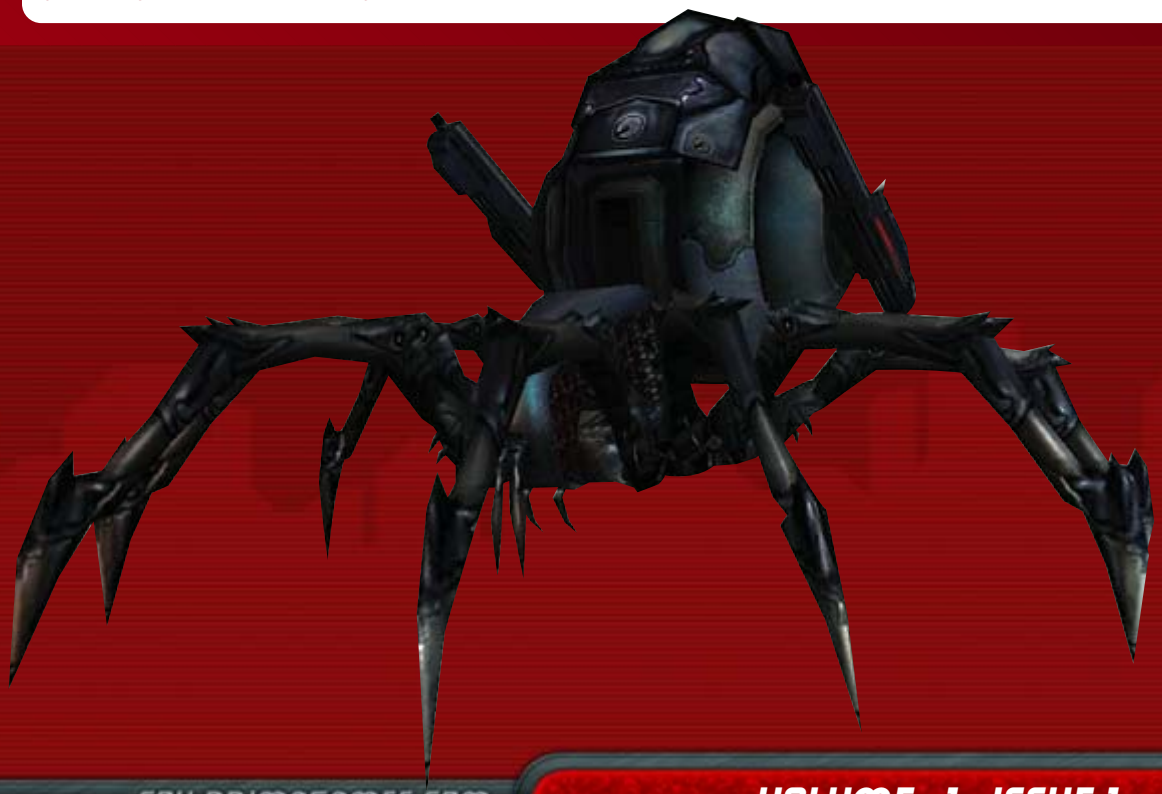
HISTORY: SHARKHEAD ISLE

Sharkhead literally looks like the iconic profile of a biting shark head from the air. How the Children of Enos, who first settled the isle, named it without the aid of airplanes is beyond most.

These days Sharkhead is an environmental nightmare. It started in 1969 when bauxite was discovered. Kirk Cage bought the island, formed a consortium with Family backing, and started mining ore. Even then he cared little for the land and ran off the natives—and the Coralax, who swore it was sacred. But as time went on the "Cage Consortium" became undeniably criminal. Workers were exploited, and while bauxite was mined, it was secondary to the collection of weird coral fossils found scattered about Sharkhead. Cage became obsessed with gathering these shards and offered massive bounties for even the tiniest bits.

About the same time, the horrible working conditions lead to a labor revolt led by a genuine superhero named Scrapyard. The sledgehammer-wielding hero had such popular support that Cage tasked an up and coming enforcer with dealing with the problem. "Captain Mako" caught Scrapyard after another fight, ripped him to shreds, and made sure it made the evening news.

The revolt ended, but the revolution began. Since that day, a woman by the name of Iron Widow has been quietly reaching the miners and readying them for another strike. She is aided in her quest by an unlikely ally—the ghost of Scrapyard! The spirit now marches through Sharkhead Isle frequently, gathering workers and looking for his killer, Captain Mako, now a lieutenant of Recluse himself.



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CONTACTS

Lorenz Ansaldo, Family Associate: Lorenz is an associate of the Family. He's a troubleshooter for their problems who outsources freelance Villains as necessary.

Diviner Maros: Maros is a figure of awe and terror, even among his fellow Circle of Thorns. His disjointed mind has the ability to see the past and the future.

Arachnos Operative Vargas: Vargas is a lower-ranking Arachnos operative who is looking to gain prestige in the organization by rooting out and eliminating its enemies. Since he doesn't want anyone else within Arachnos to get the prestige, he outsources missions to freelance villains, then takes the credit for himself.

Captain Petrovich: Captain Petrovich is an old sea captain who has smuggled, cheated, murdered, and backstabbed his way through the Rogue Isles for many years. In that time he has learned a great deal, and he works for various villains on the isles, with loyalties to no group in particular. Some say Petrovich has gone soft in his old age—but never to his face.

Lt Heathcliff Chalmers: Lt. Chalmers is a recent Sky Raider recruit, joining them after betraying the British SAS. The turncoat has been tasked with organizing operations utilizing super-powered persons of "discretion."

Crash Cage: Crash is the daughter of Kirk Cage, of the Cage Consortium. But don't even think about using her to get to the big guy himself. The two haven't spoken since she ran away and joined up with a bunch of mystic types. Word is she's got it in for her dad and doesn't mind running missions against the consortium.

Henri Dumont: Henri is one of the top dogs in the Consortium. It's his job to make sure the Sharkhead Isle operation runs smoothly. He often hires freelancers to handle special jobs he doesn't want traced back to the business.

Doc Buzzsaw: This mad woman makes no secret that she was once a disciple of Dr. Vahzilok. She now combines the clunky warez of the Freakshow with the horrid lessons she learned from her mentor.

Mickey the Filch: Mickey used to be a bookkeeper for Cage. How he got thrown out and didn't wind up in Potter's Field is a mystery. Most think he got caught embezzling but had enough evidence of Cage's shenanigans to keep him alive.

Kara the Scorpion: Kara was a top-notch assassin before she suffered a crushing defeat by Statesman. Her body has never been the same, so now she brokers information for the criminal underground.

Vince Dubrowski: If there's one thing the Cage Consortium believes in, it's profit. Vince is in charge of keeping down the rabble-rousing Scrapyarders.

Operative Kirkland: Kirkland keeps tabs on the various factions on Sharkhead, making sure they don't get too powerful, and discerning what he can about the strange coral fossils.

Archmage Tarixus: Tarixus is an ancient sorcerer who has long dwelled near Potter's Field. His mortal body has long since left this world, but his spirit remains—and demands attention!

ENEMIES

ARACHNOS

As usual, Arachnos isn't your friend. Tangle with them at your own risk.

Neighborhoods: Port Recluse, Villa Requin.

CAGE CONSORTIUM

Cage's bullies may dress like policemen, but they act more like thugs. Their sole concern is keeping the bauxite—and coral fossils—flowing. Like Arachnos, they hate everyone, so feel free to beat them up even if you work for Cage.

Neighborhoods: The Crush, Hellforge, the Pit, Villa Requin.

THE COUNCIL

Why the Council is interested in this desolate mining island remains to be seen.

Neighborhoods: Port Recluse, The Pit.

THE CIRCLE OF THORNS

There's obviously something magical about the coral fossils Cage is so anxious to gather. That's almost certainly why the Circle is here as well.

Neighborhoods: Potter's Field.

THE FAMILY

The Family watches over their interests and has several gangs present on Sharkhead to make sure Cage stays in line.

Neighborhoods: Port Recluse, Villa Requin.

FREAKSHOW

Every day on Sharkhead Isle is like Christmas to the deranged Freakshow. They scavenge from dawn to dusk in the industrial wastes looking for bits to jam into their flesh.

Neighborhoods: The Crush, Hellforge, Potter's Field.

SCRAPYARDERS

Some Villains find fighting striking miners rather than Heroes a bit much to stomach. Then they get by one of their hammers, or those nutjobs with the dynamite.

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Neighborhoods: Port Recluse, the Crush, Hellforge, Potter's Field.

SLAG GOLEMS

First thought to be weird protectors of the coral fossils, the slag golems attack all who approach.

Neighborhoods: The Pit, Hellforge, the Crush.

SKY RAIDERS

The Sky Raiders have contracted out to the Consortium to protect against super-powered threats.

Neighborhoods: The Pit, Villa Requin.

NEIGHBORHOODS

PORT RECLUSE (Levels 20–22)

Port Recluse is home to the famous Pier #7, where the hero known as Scrapyard was literally shredded by Captain Mako. This event created Mako's career and eventually led to him becoming one of Lord Recluse's lieutenants.

Further into the interior, one is greeted by Sharkhead's beauty—if you find endless factories billowing black smoke beatufiul.

Continue west and you'll find a dingy village cobbled together from whatever materials were at hand. It's not much, but it is home to the world-famous Chum Bucket bar.

THE CRUSH (Levels 21–23)

Beyond the port to the northwest is a plain of filthy streams, plumes of black smoke, and acres of rubble piles. Atop these piles are hardscrabble shanties filled with the lowest of the low. Pieces of scrap metal stick out of the rubble piles, garbage fires flare up constantly, and only the most unfortunate—or the mad members of the Freakshow—try to live here..

This is the Crush.

Originally named for a junk-smashing operation, it now applies equally well to those unfortunates who live here.

To make the neighborhood even more charming, a number of processing factories operate in and among the makeshift homes. This is where the ore mined on the island is processed and separated to be sent to the Hellforge smelters.

HELLFORGE (Levels 21–23)

Nestled between the Crush and the Pit is the infamous Furnace #6, known as the Hellforge.

One of the largest blast furnaces ever built, Hellforge is an industrial behemoth—belching flames, pounding steam hammers, and flowing channels of molten steel 24/7. With its plumes of smoke and the light of never-ending fires, it's an easily located landmark by day or night.

This industrial cathedral towers over everything in the zone, with smokestacks as high as skyscrapers on other islands.

There are some who say the Hellforge is some clever ruse created by Cage to hide a tunnel straight down into the depths of Hell, but if that's true, the hundreds of workers who labor there haven't seen it yet.

THE PIT (Levels 23–25)

The Pit is a massive quarry of holes, troughs, and ditches cut straight into the belly of the island.

Within the Pit are piles of busted concrete, smashed cars, and ruins where the ledges have collapsed and taken a good portion of the company town above with them. Some effort has been made to shore up the ever-widening gap with metal I-beams and any other materials at hand, but the Pit is still a treacherous, chaotic mess.

The reason for the devastation here is that, so far, it's yielded the most coral fossils. Cage has a nose for this sort of thing and ordered massive destruction of the landscape to get to the valuables beneath.



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The impact was so great that the island seems to have responded. This is where the terrifying Slag Golems first appeared, though they've now spread to the Hellforge and beyond. The Scrapyarders claim they are the island's protectors given life, but that may just be propaganda designed to turn more people against Cage.

The Council has leased land from Cage and maintains a Striga Isle–style base complete with turrets and checkpoints on the northern edge of the Pit, built upon the edge of the small hill range. Walled, constantly patrolled by mech men, and bristling with turrets, this base is one of the strongest-held positions on the island.

The fascists are testing out new weapons here and can often be found firing off explosions in the pits near the walls. At nighttime they test other weapons and let loose their vampyri and warwolves, using Freakshow and the occasional bystander as their prey.

The Council has been busy tunneling too, and has taken up more space underground than Cage may realize.

The Sky Raiders have also created a small base on the island. They've been hired by Cage as security to keep the peace and help out if the miners revolt in force.

VILLA REQUIN (Levels 24–27)

Nestled between Port Recluse and the Pit, just east of the Arachnos base, is a small but private island. Villa Requin (Village of the Shark in French) has cliff faces around all but the southern shore, where there is a nice concrete and wooden marina, filled with expensive cigarette boats and yachts. This is where Governor Cage, his capos, and high-ranking Arachnos officials reside). Needless to say, rabble is not welcome here.

POTTER'S FIELD (Levels 27–30)

Running across the southern edge of Sharkhead is a raised plateau that has not been touched by the strip mining. The top of this plateau is covered with a graveyard named Potter's Field.

The residents of Sharkhead have long been buried in this large graveyard on the southernmost edge of the island. These days, the hard-pressed miners grab whatever they can to create monuments to their dead. The field is now crowded with tombstones, morbidly decorated with machine parts and scrap iron. There's little topsoil here, so most of the private graves are actually crypts, while the mass graves are literally blasted from the stone. The largest of these monuments is a scrap metal effigy in the shape of a giant hammer; a tribute to Scrapyard.

A few years ago, careless grave blasting caused the graveyard to flood. Roughly a quarter of the cemetery is now submerged in a foot of water.

Fortunately for the island, the flooding caused a temporary halt in plans to start excavating the graveyard for more ore (and coral shards). That was good news for the Circle of Thorns, who had tried to set up a cell here for the last few years. Magical emanations from the island had concerned them since serious construction began, but the countless technological foes—such as the Cage Consortium and the Freakshow—made it difficult for them to gain a foothold.

The Freakshow avoid the cemetery for the most part, but there are a few weird body enhancements scattered through the graves or the macabre headstones that grant magical powers in addition to mechanical functionality. These are obviously highly prized by the Freakshow, so they frequently conduct "graverobber" raids in force.



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SIREN'S CALL



- Hospital
- 1 Sharkhead Isle
- 2 Steel Canyon
- C Contacts
  - Warzone Agent Brinson (C1)
  - Warzone Operative Massey (C2)

Essential Data

Level Range: 30+
Neighborhoods: 4
PvP Zone: Yes
Trainer(s): Arbiter Lucas
Strike Force NPC: NA

Connections

Sharkhead Isle: Local Helicopter
Steel Canyon (CoH): SWAT

NOTE

Please see the PvP chapter for more info on PvP zones.



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HISTORY: SIREN'S CALL

Nearly a year ago, the War Walls in the northeastern corner of the Siren's Call were demolished by a massive blast.

The public version of events is that a Hero known as Sunburst, who had been criticized for causing fiery collateral damage in the past, chased a small-time crook out to the docks. The crook stole a small boat and Sunburst pursued. The hero had often had trouble controlling his incredible powers, and according to witnesses on the Gazdul oil rig, Sunburst literally went supernova and exploded, killing himself and the crook. This destroyed the War Walls and created a massive crater, which filled in with the ocean.

The truth is quite different, and is known within criminal circles. Sunburst was chasing a small-time crook, but the crook was none other than Scirocco in disguise. He was able to withstand a few of the Fire Blaster's attacks until he could escape out into the bay in the "stolen" boat. Of course the boat was already loaded with a special bomb—created by Dr. Aeon—and exploded a moment after Scirocco teleported free. Sunburst was indeed killed in the explosion but Scirocco had already teleported away.

With the Rikti invasion quelled, the massive construction needed to repair the War Walls was postponed. This allowed a number of villains to trickle in from the Rogue Isles, and Councilman John Chard eventually asked for FEMA funding to repair the walls.

But according to word on the street, Statesman intervened. The lure of the Siren's Call to Lord Recluse's minions was great. In this case, he argued, it was best to let them in and attempt to capture them.

Councilman John Chard realized the danger this posed to his citizens, but he also realized the good this would do Paragon City as a whole. Though he struggles with it daily, he has decided to allow his constituents to be used as bait in Statesman's trap.

This situation causes both Chard and Statesman great sorrow, for the people of this zone have been devout and loyal fighters in the cause of freedom for generations. But this is also why they can be relied upon not to give up in the face of constant strife.

Only those willing to sacrifice ever do.

These days Villains strike Siren's Call on a near-hourly basis. But many of the invaders are captured and incarcerated. Freedom Corps has sent squads in to keep the most violent or disastrous criminals in check, but are otherwise told to let Heroes take care of Villains.

ENEMIES

ARACHNOS

Lord Recluse has allowed small groups of Arachnos to stage this raid on Paragon City. Publicly, it is retaliation for the "invasion" of Bloody Bay by Longbow, but this holds little water with the UN and other organizations.

When world opinion turns too venomous—and he's not ready to reveal his final plans—he'll withdraw. In the meantime, the battle between his and Statesman's forces amuses him.

Neighborhoods: Randall's Ruins, Fossburg.

CLOCKWORK

The minions of the Clockwork King have expanded to Siren's Call, gathering bits and pieces from the ruins of the super-beings' catastrophic battles.

Neighborhoods: Randall's Ruins, Fossburg.

LONGBOW

Longbow's forces are concealed throughout Siren's Call, emerging only when Arachnos raiding parties are seen entering the city.

Neighborhoods: Randall's Ruins, Talos Park, Buildville.

SKY RAIDERS

Never ones to shirk a fight, the Sky Raiders see Siren's Call as a perfect training ground for their new recruits.

TSOO

The Tsoo have spread their drug trade into Siren's Call, hoping to sell to super-Villains as well as their usual clients.

Neighborhoods: Randall's Ruins.

WARRIORS

The proud Warriors have recently moved into Siren's Call, mostly to prove their mettle against Heroes and Villains alike.

Neighborhoods: Fossburg, Talos Park, Buildville.

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NEIGHBORHOODS

RANDALL'S RUINS (Levels 30–32)

Years ago, a pirate named Randall the Cunning built a false lighthouse here and lured passing ships to their doom.

The old lighthouse is long since gone, but the spirit of luring people to their doom seems to remain—Villains drawn in from the Rogue Isles pass through Randall's Ruins on their way to targets in Fossburg and Buildville.

As one quickly sees on entering Randall's Ruins, Sunburst's explosion tore down far more than the War Wall. A large number of buildings have toppled and the streets here are little more than piles of cracked concrete.

The two oil rigs were put up after the explosion before things heated up between Arachnos and Longbow. These are owned by the Gazdul Oil Company, who own the *Cairo Queen* you might have seen in Port Oakes.

FOSSBURG (Levels 30–32)

Half of Fossburg was demolished, say the pessimists, The optimists say half of it survived.

Regardless of your perspective, half of the town is in ruins while the other half remains intact. Business continues as usual, though cleanup crews have been slow to tear down the rubble with the constant super-powered fights.

TALOS PARK (Levels 30–32)

The hero Talos was a great help in the defense of Siren's Call before he became synonymous with Talos Island. hence the small Talos Park found here.

Half of this neighborhood is the park, which has lately become infested with Warriors. The other half of the neighborhood is the Siren's Call Town Hall and commercial buildings, including a bank. The Town Councilman's head-quarters is here, as well.

BUILDVILLE (Levels 30–32)

In the early '90s, tech companies in this section of Paragon City boomed and a number of large skyscrapers were erected in just a few years' time. Residents began to call the downtown area "Buildville" for its rapid construction.

Criminal elements were said to be thrilled with all the construction as well. Besides the graft built into most construction companies, more than a few bodies fill Buildville's foundations.

With the hole in the War Walls, Buildville is a constant target of villainous raids, from industrial espionage to bank robberies. Longbow patrols have increased here lately, and capes are plentiful, so if you're thinking of showing the locals who's boss, make sure you're well-prepared.

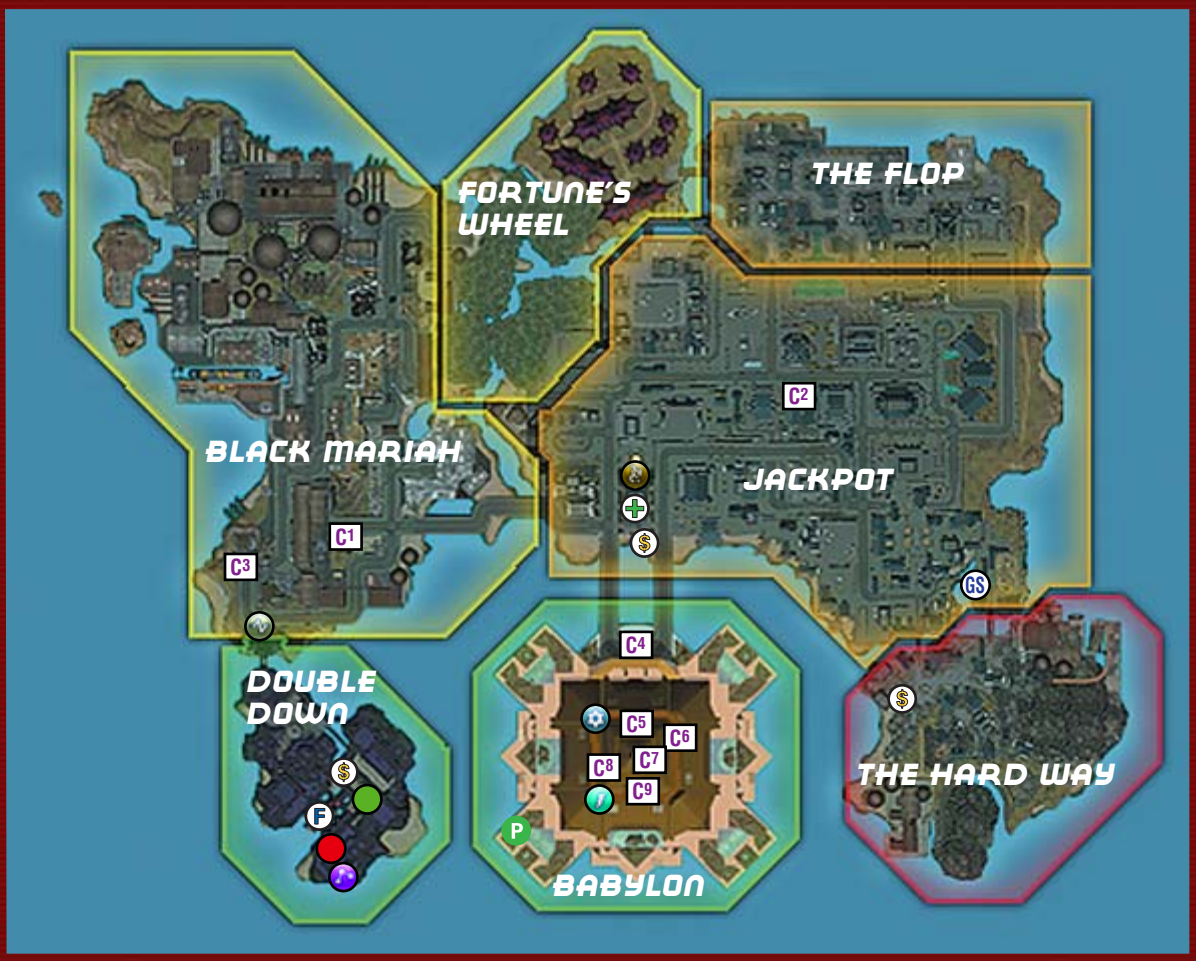


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ST. MARTIAL



- Hospital
- Base Portal
- Ferry
  Rogue Isles
- Black Helicopter Line
- Warburg
- General Store
- Quartermaster (x3)
- Magic Store
- Mut. Store
- Nat. Store
- Sci. Store
- Tech. Store

Contacts
Isabel the Knife (C1)
Hardcase (C2)
Ian the Shark (C3)
Arbiter Hayes (C4)
Jezebel Jones (C5)
Hard Luck (C6)
Bass Croupier (C7)
Ice Mistral (C8)
Slot Machine (C9)

Essential Data
Level Range: 30–40
Neighborhoods: 6
PvP Zone: No
Trainer(s):
Strike Force NPC: Ice Mistral

Connections
Cap au Diable: Rogue Ferry Line
Grandville: Rogue Ferry Line
Nerva Archipelago: Rogue Ferry Line, Local Helicopter
Sharkhead: Rogue Ferry Line
Warburg: Local Helicopter

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HISTORY: ST. MARTIAL

St. Martial was once little more than a semicircle of rock in the Atlantic. Birds and sea turtles called it home, and pirates often collected eggs and meat here, but otherwise it was uninhabited and rarely even charted. In the mid-1970s, everything changed when Manuel Marcone, the Family's "Captain" in the Rogue Isles, discovered it.

Manuel made fortunes in the wake of Arachnos's takeover and lax drug laws. Some of that money he invested in the Cage Consortium on Sharkhead Isle. The success of Las Vegas for the "old mafia" convinced him a similar resort town in the Rogue Isles would be even more lucrative. After all, the usual U.S. laws against gambling and other vices were much more…malleable…under Lord Recluse.

So Manuel drew up a plan, presented it to Sebastian Frost of the Family, and won approval to create a new Las Vegas–style resort island in the Atlantic. The lax laws of Arachnos and the lack of any Coast Guard to police drug shipments quickly paid off the substantial costs of construction. High security for VIPs who turned a blind eye to anything that didn't directly harm the business of St. Martial sealed the deal. The resort was a success.

But still it needed something. It needed talent. Enter Herman Wietzel.

Herman was a singer. He wasn't a particularly bad singer—he'd made it past the first round of several competitions. But he wasn't great, and he really wanted to be. After a few more middling competitions, on a dark night in Vegas in the late '70s, Herman made a dark pact.

The next day, Herman Wietzel was gone. In his place was Johnny "the Pipes" Sonata.

Johnny Sonata was an overnight star. He played every casino in Vegas, rising straight to the top in just a few years. Fame, women, and more money than he could count in a lifetime were his.

But dark pacts have a price, and Johnny's day of reckoning was drawing near. By the 1980s, he realized he had but a decade left to live. He started researching the infernal creatures who had given him his powers. He spoke with diabolists, tortured mages, and bought or stole books from a dozen private libraries. Finally, Sonata came up with a plan.

The devils who had claim to Johnny's soul couldn't cross certain protective wards. But Pipes couldn't live in a small pentagram or other protective circle forever, of course, so he figured out a way to construct a ward around an entire island.

St. Martial was a perfect choice. It had people of questionable morals to help him out and a fantastic showroom to perform in. Johnny made inquiries with the St. Martial Family and found they were more than happy to accommodate him. They'd hire (or force) someone to build demonic wards around the center of the island in exchange for a lifetime commitment.

Johnny agreed, and a year later—one night before his soul was to be forfeited to Hell—the wards were completed. Johnny now performs nightly at the Golden Giza, a massive golden pyramid smack in the center of the island. St. Martial got the kick in the pants it needed to be wildly successful, and Johnny got to live.

The demonic legions have been fairly lax so far—a decade is but a moment to them—but they have finally decided to collect Johnny's debt. They can be found lurking in the dark alleys of the outer rim, terrorizing mortals or converting them into demonic servants who can ignore the barriers. The Family and Arachnos have increased patrols to halt the diabolic incursions, but they are merely battling the symptoms rather than the disease.

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ENEMIES

ARACHNOS

For the most part, Arachnos keeps a low-profile around the casino—they don't want to upset the patrons. Outside of Babylon, however, they're fully packed for combat with the encroaching wailers and other trouble-makers.
Neighborhoods: All.

CARNIVAL OF SHADOWS

The Carnival blends in perfectly here amid the glitz and glam of the Golden Giza. They fleece, trap, and possess those foolish patrons who have yet to learn of the sinister Carnival of Shadows!
Neighborhood: The Flop, Babylon.

CIRCLE OF THORNS

The wizards are trying to make contact with the Wailers, perhaps to recruit them to their cause. The only thing most people are sure of is that the Circle is growing increasingly angry with Arachnos, and might want to aid the demons if they are after Lord Recluse or his people.
Neighborhoods: The Jack Pot.

DEVOURING EARTH

The devastation to the atoll that was here prior to the construction of St. Martial was felt by the Devouring Earth. And they're not happy about it.
Neighborhoods: Black Mariah, the Jack Pot, the Hard way.

THE FAMILY

The Family runs St. Martial, so expect them to be in your face when you're in the casino or Babylon proper. They don't stray outside of these areas for fear of the Wailers—that's Arachnos' job.
Neighborhoods: Babylon, Black Mariah.

FREAKSHOW

The Freaks show up to St. Martial sometimes after a big score. They like to party, but usually blow through their ill-gotten gains too quickly and start looking for trouble to keep the party going.
Neighborhoods: Black Mariah, the Hard Way.

LONGBOW

The agents of Longbow aren't officially anywhere on the island. But if you happen to see a stray agent lurking in a dark alley, don't get too overconfident. They're known to stage occasional ambushes for "prestige prey," such as you, friend.
Neighborhoods: Black Mariah.

TSOO

The nefarious Tsoo show up anywhere there's money to peddle their wares.
Neighborhoods: Black Mariah, the Flop, Babylon.

WAILERS

Everyone who knows anything about the occult swears these things are trying to break into the Golden Giza, but are somehow prevented from doing so. Whatever it is doesn't seem to be keeping them from the rest of the island.
Neighborhoods: Jack Pot, the Flop, the Hard Way.

CONTACTS

Hard Luck: Hard Luck is a casino enforcer who hires villains to break the luck of those who are *too* lucky.

Hardcase: This tough guy is a professional demon hunter. As a rule, his sort doesn't live very long, so the fact that he's a veteran is a testament to his skill.

Slot Machine: Something seems slightly wrong with this gambling device. Maybe it's the fact that no one else ever goes near it. Or how the glowing orange light if its screen sometimes turns blood red. Whatever it is, something feels wrong, and whenever its wheels spin you could swear you hear voices.

Basse Croupier: Basse had a promising singing career until a series of unfortunate events ruined him. Sonata felt sorry for the singer and gave him a job, and Basse has been Johnny's loyal friend ever since.

Ian the Shark: Ian is a professional gambler whose luck ran a little too good at the Giza. The casino banned him, so he's had to turn to "fixing" instead.

Ice Mistral: Ice Mistral is Scirocco's icy-cold partner in crime. See her for the Ice Mistral Strike Force.

Isabel the Knife: Isabel runs a high-dollar escort service here. Her girls find out a million secrets and Isabel sells each one for twice that.

Jezebel Jones: This vision of beauty runs Johnny Sonata's favorite escort service. This gives her a great deal of pull, even within the upper echelons of the Family and Arachnos. Her access and charm give her a dangerous level of power.

Vivacious Verandi: As a relative of the Verandi family, Vivacious has had the world at her fingertips. This made her a perfect target for the Carnival of Shadows, and she is now a pawn of the Carnival Mistress.

Johnny Sonata: He's the top of the heap, the Big Cheese, the man himself: Johnny "The Pipes" Sonata. While he still releases a platinum selling album every year, he never leaves the island. Some say he can't, perhaps due to some weird debt with the Family.

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NEIGHBORHOODS

DOUBLE DOWN AND BLACK MARIAH (Levels 30–32; 31–33)

The Arachnos Checkpoint here in Double Down can be thought of much like U.S. Customs or the Border Patrol. Arachnos monitors who and what moves out of St. Martial very carefully.

Arachnos maintains a fully functional base at Black Mariah as well, complete with a fast-reaction force and heavy assault troops such as Tarantulas.

Double Down is the industrial section of the zone, under full destruction and reconstruction almost nightly.

THE JACK POT (Levels 35–37)

The Jack Pot gets its name from its shape as the back half of the "horseshoe" that forms St. Martial. The locals live here in high-rise tenements. Most work on the island by day, then return to the gloom of the 'burbs by night.

The Tsoo prey on the weak of this neighborhood by encouraging superadine use, forcing people to act as operatives or mules, and running protection rackets on the local businesses.

The demons after Johnny Sonata are thick here as well. They're called Wailers and, ironically enough, have a sonic attack that sounds like really horrible singing. The demons can often be found chasing civilians, hanging out on fire escapes and rooftops, throwing things at people, and generally causing mischief while they await a way into the Golden Giza.

Arachnos hunts the Wailers but is more than happy to take out any other troublemakers they come across as well.

The Circle of Thorns can occasionally be found in the swamps along the northern edge of the Jack Pot at night, performing their bizarre rituals or attempting to communicate with the Wailers.

The locals' biggest problem, however, is that the Devouring Earth has finally come to St. Martial. Hamidon recently consumed a villain from this island; in picking through his memories, he realized just what had happened here—that this once pristine wildlife refuge had been utterly destroyed by glitzy casinos. The Devouring Earth has but a small foothold here for now, for Arachnos's strong presence means they must confine themselves to the swamps and dark alleyways and sewers. Because of this, they seek new environmental champions who will help them destroy the humans' blasphemous buildings and roadways.

FORTUNE'S WHEEL (Levels 34—36)

On the northern edge near the swamps in what seemed to be unusable land, can be found the Carnival of Shadows. Their large "dens of sin" lure in dozens of fools a day, even though rumors are common that those who enter often don't return. This just proves the old adage that there's a sucker born every minute.

THE FLOP (Levels 35–37)

The Flop is the oldest standing neighborhood of St. Martial. It's very rundown and near collapse, but a few stubborn holdouts remain in the face of the Tsoo, Wailers, and other threats.

THE HARD WAY (Levels 35–39)

The Flush was at one time a pristine island and "the place" to live while the Golden Giza was being constructed and in the early years of St. Martial's history. Manor houses and lovely complexes of high-rise living and offices once surrounded this small neighborhood, but that was then.

Now there is little life in the Hard Way. The manors, apartments, and offices have been long abandoned and the island turned into a dump. In the early '90s a recycling facility was built on the southern tip of the Hard Way to accommodate the trash and recyclables coming from the casinos. As time passed, more of the Rogue Isles began sending their trash to St. Martial. Another facility was built, large cranes were installed, and the Hard Way turned into a landfill.

BABYLON

This is the big time. The big bosses, high rollers, and major players of the world all come to St. Martial to blow off steam, gamble like mad, and engage in activities we can only hint at in a T-rated game.

Babylon is the name given to the manmade island in the center of St. Martial. A few million pounds of concrete were poured into the center of the island to form the base, and it shows (something the Devouring Earth fume about).

Babylon is surrounded by a canal that separates it from the rest of the island. At the center is the Golden Giza Casino, a massive pyramid lighted by giant spotlights. Beneath the casino is a large series of loading bays where goods used by the casino are brought in. This area is heavily guarded by the Family and Arachnos, who make certain nothing goes into or out of the Golden Giza that isn't logged or known about.

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WARBURG



- Hospital
- Kings Row
- St. Martial
- C **Contacts**
  Warzone Operative Braun (C1)
  Warzone Agent Goddard (C2)

Essential Data
Level Range: 38–40
Neighborhoods: 1
PvP Zone: Yes
Trainer(s): NA
Strike Force NPC: NA

Connections
Kings Row (CoH): Paragon Helicopter
St. Martial: Local Helicopter

NOTE

Please see the PvP chapter for more info on PvP zones.

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HISTORY: WARBURG

Warburg was home to a Council base during the world's long Cold War. Missile silos were erected, secret weapons were developed in deep underground bunkers, and spies lived in the cold gray towers that dot the island's surface.

The Council was "forcibly evicted" in the late 1960s by Lord Recluse, and its facilities were taken over by Arachnos. Eventually a support economy of civilian workers rose on the surface and slowly began to build homes and businesses as well.

The underground labs the Council left behind were rechristened "the Web," and most of the old missiles were destroyed. One large rocket-firing platform at the center of the island remained, but even it was hidden by the false facade of a building.

Until recently.

Marshal Jason Blitz believed Lord Recluse wasn't acting fast enough in his bid to take over the world. He found it tragic that the Web had developed so many incredible weapons and none of them were being used on the hated Heroes!

When Blitz learned he was dying of cancer, he decided to speed things up a bit so that he could live to see the defeat of Paragon City. He murdered Governor Melody Harkness and took over the city with a cadre of troops loyal to him. Soon after, he demolished the false facade on the Warburg Rocket at the center of his city and started firing warheads armed with various toxins on Paragon City.

Lord Recluse promised the U.N. he would rectify the situation, but his troops have so far been stalemated by their rivals. (Or so Recluse claims.)

Since the Warburg weapons are being used on American soil, Longbow has taken it upon itself—with presidential approval—to "intervene" in the Rogue Isles and take down the despot. They've asked for help from Paragon City's numerous heroes, and they've begun arriving in force.

Recluse could squash the incursion, but he's far more interested in letting the secret weapons do their damage now that they've been exposed, testing those who would serve him, and luring heroes to their doom.

VILLAIN GROUPS

ARACHNOIDS

These hideous experiments have broken free of the Web and are running amok! They're taking vengeance on the scientists who created them, but unfortunately for you, these are the very same scientists who have launch codes you need for the Warburg Rocket.
Neighborhoods: The Web.

ROGUE ARACHNOS

Don't be fooled by the uniforms—Marshal Blitz's men are just as unfriendly as Lord Recluse's soldiers. Fortunately, only the Rogue Arachnos troopers will shoot at you this time.
Neighborhoods: All.

LONGBOW

Longbow is here to serve as backups to the Heroes. This gives the US some plausible deniability should something "unfriendly" happen with Arachnos.
Neighborhoods: Hero Base, Warburg.

MALTA

Marshal Blitz contracted a number of Zeus-class Titans from the Malta Group to help defend the island. They can be found patrolling the surface with orders to shoot anything that moves.
Neighborhoods: Warburg.

NEIGHBORHOODS

WARBURG (Level 38)

Warburg is a cold and barren place, filled with slate-gray buildings and concrete walls. The only truly interesting feature is the massive rocket looming over the eastern edge of the island.

Marshal Blitz has taken over the island, taking his men with him. (Those who didn't join were quickly "evacuated.")

The "Rogue Arachnos" can be found in patrols and hastily constructed fire bases throughout the city. Some blockade streets; others are perched on the ledges of tall buildings to take down airborne threats.

THE WEB (Level 38)

Beneath the cold streets of Warburg is a vast, hidden laboratory hiding more secrets than even Recluse knew about. Venture within and discover for yourself what lurks within these twisting hallways.

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INTRODUCTION
THE BASICS
ARCHETYPES
GROUP DYNAMICS
ZONES
VILLAINS
PVP
BASES



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FEATURED ENEMIES

ARACHNOIDS

Lord Recluse guards the secrets of the Arachnoids closely, but what is known is that they were created in Project Fury. Some speculate this experimental program was designed to create soldiers in Lord Recluse's image, but if this is true, the results so far are hideously flawed.

ARACHNOID
Minion: Levels 30-54

Powers/Abilities:

Venom Barb: Moderate dmg, Defense debuff, Slow

Super Jumping

Claws: Moderate Lethal

ARACHNOID SPITTER
Lieutenant: Levels 30-54

Powers/Abilities:

Venom Barb: Moderate dmg, Defense debuff, Slow

Super Jumping

Claws: Moderate Lethal

Web Spitter: Hold, Slow

SUPER ARACHNOID
Boss: Levels 30-54

Powers/Abilities:

Cocoon: Hold

Venom Barb: Moderate dmg, Defense debuff, Slow

Weaken: Debuff all secondary power effects (Heal, Defense, Endurance, Disorient, Hold, Immobilize, Knockback, etc.)

Web Trap: Hold, Slow

Super Jumping

Claws: Moderate Lethal

Envenom: Accuracy, Defense & Regeneration debuff, Slow

ARACHNOS

DRONES

Arachnos no doubt stole the technology for these drones from the Rikti. Or perhaps they bargained for it. Lord Recluse will deal with anyone who gives him what he wants.

ARBITER DRONE
Archvillain: Level 54

These deadly Drones have been dispatched by the Arachnos to maintain control and order. The Drones quickly deal with any nearby threats by simply vaporizing the target.

Powers/Abilities:

Invoke Panic: Fear vs. Arachnos

Resistance: Indestructible

Disintegration Beam: Instant kill, any foe

ARACHNOS DRONE
Minion: Levels 20-33

Powers/Abilities:

Resistance: Lethal, Smashing, Energy, Fire, Cold

Disintegration Beam: Moderate damage

Flight

ARACHNOS DRONE COORDINATOR
Lieutenant: Levels 20-33

Powers/Abilities:

Disruption Blast: Moderate damage

Resistance: Lethal, Smashing, Energy, Fire, Cold

Disintegration Beam: Moderate damage

Flight

ARACHNOS FLYER
Pet: Level 54

The Arachnos Flyers are used primarily for troop deployment. If you see one, run.

Powers/Abilities:

Disruption Blast: Moderate damage

Resistance: Lethal, Smashing, Energy, Fire, Cold

Disintegration Beam: Moderate damage

Flight

WOLF SPIDERS

WOLF SPIDER (MINION)
Minion: Levels 1-15

Wolf Spiders are little more than legalized thugs. Lord Recluse recruits legions of desperate souls to fill their ranks, then puts them through a rigorous training program that emphasizes loyalty, brutality, and discipline, in that order.

Powers/Abilities:

Pulverize: High Smash, Stun

Pistol: Moderate Lethal, moderate range

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WOLF SPIDER ENFORCER
Minion: Levels 1-29

Powers/Abilities:

Brawl: Moderate Smashing

Pulverize: High Smash, Stun

Heavy Pistol: High Lethal, Knockback, moderate range

WOLF SPIDER ASSAULT
Minion: Levels 16-29

Wolf Spider Assault troops are armed with submachine guns to hose down pesky super-types who stick their nose in Lord Recluse's business.

Powers/Abilities:

Pulverize: High Smash, Stun

Burst (SMG): Moderate Lethal, Defense debuff, moderate range

Heavy Burst (SMG): Heavy Lethal, Defense debuff, moderate range

WOLF SPIDER TAC OPS
Lieutenant: Levels 1-29

Tactical Operators are Wolf Spiders who have shown keen tactical sense and lead small detachments of Wolf Spiders.

Powers/Abilities:

Poisonous Ray: Minor Lethal, slow regeneration, Sleep

Pulverize: High Smash, Stun

Power Blast: Moderate Smashing, Energy & Knockback

Web Grenade: Moderate Immobilize, Slow

WOLF SPIDER HUNTSMAN
Boss: Levels 1-29

The most brutal and effective members of the Wolf Spiders are eventually promoted to Huntsmen. They're armed and armored for many situations, so tread lightly when they're around.

Powers/Abilities:

Shotgun: Moderate Lethal & Knockback, short range

Rifle Butt: Moderate Smashing

Web Grenade: Moderate Immobilize, Slow

Wide Area Web Grenade: Moderate Immobilize, Slow

Venom Grenade: Minor Lethal, slow regeneration, Sleep

Frag Grenade: Minor Smashing, Lethal & Knockback

Wolf Spider Armor: Resistance

FORTUNATAS

FORTUNATA (MINION)
Minion: 34-54

Fortunatas are female Arachnos agents gifted with psychic powers. Those with aggressive abilities are tasked with taking down super-types who often have little resistance to their deadly abilities.

Powers/Abilities:

Mental Blast: Moderate Psionic & Slow

Psionic Lance: Long range, accurate, Extreme Psionic dmg, Slow

Mental Training: Resistance

FORTUNATA SEER
Lieutenant: Levels 11-30

Fortunata Seers can glimpse moments into the future. They use this ability to increase the defenses of the more mundane troops they slavishly lead into combat.

Powers/Abilities:

Mental Blast: Moderate Psionic & Slow

Psionic Lance: Long range, accurate, Extreme Psionic dmg, Slow

Mind Link: (AoE) Accuracy & Perception buff, resist Confusion

Subdue: High Psionic, moderate Immobilize & Smashing

Mental Training: Resistance

FORTUNATA MISTRESS
Boss: Levels 30-54

The most powerful of the Fortunatas are the Mistresses. These rare few have mastered numerous psychic abilities and risen to the top of Lord Recluse's beautiful Black Widows.

Powers/Abilities:

Telekinetic Blast: Moderate Smashing, Psionic & Knockback

Psychic Scream: Moderate Psionic

Mind Link: (AoE) Accuracy & Perception buff, resist Confusion

Will Domination: Moderate Psionic, high Sleep

Scramble Thoughts: Minor Psionic, moderate Stun

Psychic Wail: High Psionic & Stun

Mental Training: Resistance

WIDOWS

BLOOD WIDOW
Lieutenant: Levels 15-33

Blood Widows are Arachnos' beautiful but deadly assassins. Pray you do not feel their kiss.

Powers/Abilities:

Poison Dart: Minor Lethal, slow regeneration, Sleep

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Lunge: Moderate Lethal, Slow, Immobilize

Swipe: Moderate Lethal, Knockback

Slash: Moderate Lethal & Defense debuff

NIGHT WIDOW
Lieutenant: Levels 34-54
Boss: Levels 21-33

Night Widows are trained in stealth, infiltration, disguise, and cold-blooded murder. Most of their victims never even see them coming.

Powers/Abilities:

Smoke Grenade: Vision & Accuracy debuff

Slash: Moderate Lethal & Defense debuff

Stealth: Invisible, Slow

Psychic Scream: Moderate Psionic

Mental Blast: Moderate Psionic & Slow

Strike: High Lethal

Spin: Sphere AoE, high Lethal

Mental Training: Resistance

Eviscerate: Very high Lethal

CRAB SLICERS

Crab Spiders function much like SWAT teams in other cities, and are dispatched to deal with high-level threats like super-types. They're equipped with full body armor, larger weapons, and a set of mechanical spider arms that turn them into death-dealing machines.

CRAB SPIDER SLICER
Minion: Levels 30-54

Powers/Abilities:

Resistance: Resistance

Longfang: Moderate Lethal, Defense debuff

Slice: Moderate Lethal

CRAB SPIDER LONGFANG
Lieutenant: Levels 26-54

Powers/Abilities:

Resistance: Resistance

Suppression: Energy dmg, multiple targets

Slice: Moderate Lethal

CRAB SPIDER WEBMASTER
Boss: Levels 21-54

Powers/Abilities:

Resistance: Resistance

Suppression: Energy dmg, multiple targets

Slice: Moderate Lethal

Arm Lash: Superior Slashing, arc AoE

Wide Area Web Grenade: Moderate Immobilize, Slow

MU

MU STRIKER
Minion: Levels 15-20, 34-54

Strikers are descendants of the long-lost Mu, drafted into Arachnos service to fight both mystic heroes and the troublesome Circle of Thorns.

Powers/Abilities:

Lightning Bolt: High Energy & Endurance drain, moderate range

Resistance: Resistance

Lightning Armor: Resist Fire, Cold, Energy & Negative Energy

Lightning Blast: Extreme Energy dmg, accurate, Endurance debuff

MU ADEPT
Lieutenant: Levels 15-20, 34-54

The most gifted Mu Strikers are given far more than promotions and new uniforms—they are given eldritch secrets to unlock their inner powers. As long as they continue to use them in Arachnos' service, of course.

Powers/Abilities:

Lightning Bolt: High Energy & Endurance drain, moderate range

Cage of Lightning: Minor Energy, Stun, Hold, moderate range

Flight

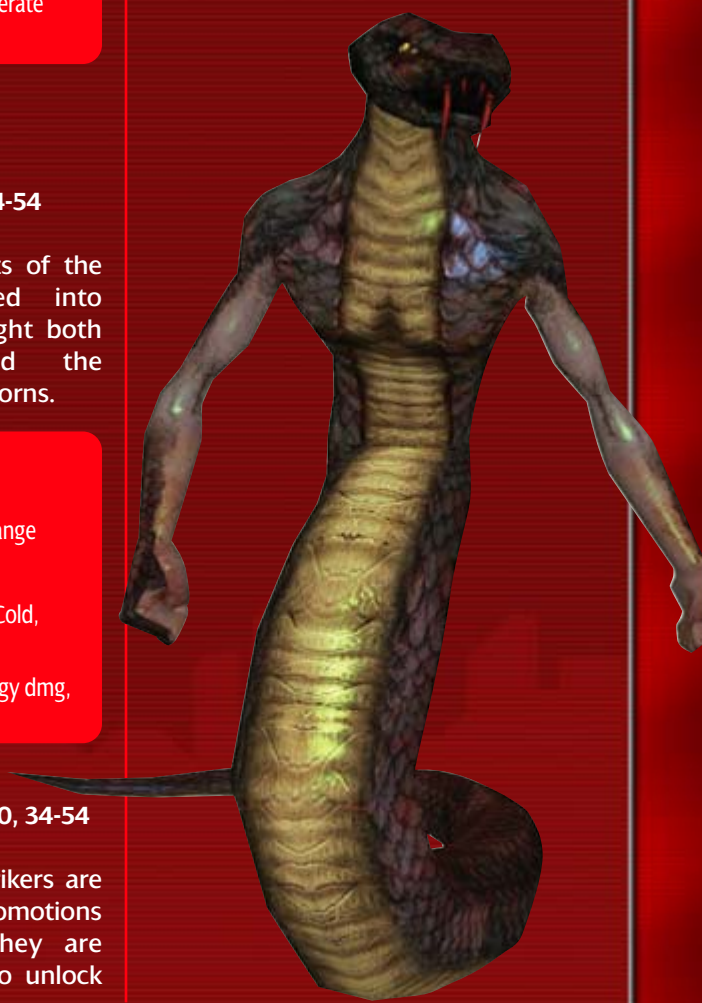
Lightning Armor: Resist Fire, Cold, Energy & Negative Energy

Resistance: Resistance

Static Discharge: Moderate Energy (AoE), Endurance debuff

Lightning Blast: Extreme Energy dmg, accurate, Endurance debuff

Shocking Bolt: Energy, Hold



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MU GUARDIAN
Boss: Levels 15-20, 34-39

Mu Guardians pulse with the blood of their slaughtered ancestors in their veins. They have read unholy tomes, visited other planes of existence, and performed dark sacrifices too terrible to mention to become masters of the mystic arts.

Powers/Abilities:

Lightning Bolt: High Energy & Endurance drain, moderate range

Ball Lightning: High Energy, End drain & slow recovery

Static Discharge: Moderate Energy (AoE), Endurance debuff

Sentinel of Lightning: Continuous moderate Energy dmg to nearby foes, follows Guardian, can fly

EM Pulse: Severe Endurance & HP debuff, Hold, high Energy dmg vs. machines

Shocking Bolt: Energy, Hold

Touch of the Storm: Heal other

Flight

Lightning Armor: Resist Fire, Cold, Energy & Negative Energy

Resistance: Resistance

ARACHNOBOTS

ARACHNOBOT (MINION)
Minion: Levels 20-30

These attack drones are used to soften up super-powered targets. Arachnos considers them very expendable, and uses them to record and monitor a threat's abilities before more expensive troops—such as Tarantulas or Fortunatas—are deployed.

Powers/Abilities:

Power Jumping

Claw: Moderate Lethal

Full Auto: Superior Lethal (DoT)

Chain Gun: Minor Lethal, moderate range

Resistance: Lethal, Smashing, Energy, Fire, Cold

ARACHNOBOT BLASTER
Lieutenant: Levels 20-30

Arachnobot Blasters were created by Arachnos Orb Weavers to take down particularly powerful super-powered threats.

Powers/Abilities:

Sweep Area: Moderate Energy (DoT)

Power Jumping

Wide Area Web Grenade: Moderate Immobilize, Slow

Claw: Moderate Lethal

Energy Blast: High Energy, medium range

Energy Pulse: Moderate Energy (DoT)

Resistance: Lethal, Smashing, Energy, Fire, Cold

ARACHNOBOT DISRUPTOR
Boss: Levels 20-35

Orb Weavers created the Disruptor Arachnobots to capture their prey alive.

Powers/Abilities:

Power Jumping

Wide Area Web Grenade: Moderate Immobilize, Slow

Disruptor Blast: Moderate Energy (AoE), Endurance debuff

Claw: Moderate Lethal

Disruptor Tesla: Minor Energy, Endurance drain & Sleep, moderate range

Disruptor Bolt: High Energy, Endurance debuff

Resistance: Lethal, Smashing, Energy, Fire, Cold

Summon Spiderlings: Spawn Spiderling

SPIDERLING
Small/Pet: Levels 30-35

These attack drones are used to soften up super-powered targets. Arachnos considers them very expendable, and uses them to record and monitor a threat's abilities before more expensive troops—such as Tarantulas or Fortunatas—are deployed.

Powers/Abilities:

Power Jumping

Claw: Moderate Lethal

Full Auto: Superior Lethal (DoT)

Chain Gun: Minor Lethal, moderate range

Resistance: Lethal, Smashing, Energy, Fire, Cold

TARANTULAS

The Tarantula Exoskeleton Armor was developed by an Orb Weaver cell named Weaver One. It grants the user incredible strength and wires him directly to his weapons systems. Rumor is that the pilot must undergo a terrible treatment of some sort to properly graft with the suit.

TARANTULA (MINION)
Minion: Levels 29-54

Powers/Abilities:

Venom Bolt: Moderate DoT

Claw Pierce: Moderate Lethal

Claw Shred: Moderate Slashing

Armored Exoskeleton: Resistance

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FIRE TARANTULA
Minion: Levels 29-54

Powers/Abilities:

Plasma Cannon: Extreme Fire DoT, medium range

Armored Exoskeleton: Resistance

Burning Claws: Moderate Lethal & Fire

TARANTULA MISTRESS
Lieutenant: Levels 29-54

A rare few Fortunatas volunteer for the Tarantula program. Those who survive integration with the machine are truly terrors to behold. Their specially-designed suits greatly amplify their psychic abilities, allowing them to to not only communicate the next few seconds of time to their allies, but also to distort reality for their foes as well.

Powers/Abilities:

Telekinetic Blast: Moderate Smashing, Psionic & Knockback

Psychic Scream: Moderate Psionic

Mental Blast: Moderate Psionic & Slow

Armored Exoskeleton: Resistance

Claw Pierce: Moderate Lethal

Claw Shred: Moderate Slashing

Mental Scramble: Severe Accuracy, Defense & Perception debuff

Mind Link: (AoE) Accuracy & Perception buff, resist Confusion

Will Domination: Moderate Psionic, high Sleep

TOXIC TARANTULA
Boss: Levels 29-54

Powers/Abilities:

Cocoon: Hold

Venom Burst: Moderate dmg, Defense debuff, Slow

Armored Exoskeleton: Resistance

Claw Pierce: Moderate Lethal

Toxic Claws: Moderate Slashing

Web Spitter: Hold, Slow

TARANTULA QUEEN
Boss: Levels 29-54

What terrible process pushes a woman to become one of these unholy terrors is a subject of much speculation. What is known is that their suits are little different from Tarantula Mistresses. Instead, it seems the user somehow suffers the upgrade. Tarantula Queens are all incredibly powerful, but also quite mad.

Powers/Abilities:

Telekinetic Blast: Moderate Smashing, Psionic & Knockback

Psychic Scream: Moderate Psionic

Mind Link: (AoE) Accuracy & Perception buff, resist Confusion

Will Domination: Moderate Psionic, high Sleep

Scramble Thoughts: Minor Psionic, moderate Stun

Claw Pierce: Moderate Lethal

Total Domination: AoE sphere, Immobilize, moderate range

Claw Shred: Moderate Slashing

Armored Exoskeleton: Resistance

Psychic Wail: High Psionic & Stun

SPECTRAL SPIDERS

These Wolf Spiders have discovered a method to become living ghosts. Though they're not completely used to it, they've already begun to master their new ghostly powers.

WOLF SPIDER GHOST
Minion: Levels 6-12

Powers/Abilities:

Flight

Smite: Moderate Smashing, Neg Energy, Accuracy debuff

Ghastly Blast: Moderate Negative Energy, Accuracy debuff

Resistance: Resistance

Ethereal

WOLF SPIDER SHADE
Lieutenant: Levels 6-12

Powers/Abilities:

Flight

Smite: Moderate Smashing, Neg Energy, Accuracy debuff

Ghastly Blast: Moderate Negative Energy, Accuracy debuff

Resistance: Resistance

Ethereal

Life Drain: High Negative Energy, self heal & Accuracy debuff



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WOLF SPIDER PHANTOM

Boss: Levels 6-12

Powers/Abilities:

Flight

Smite: Moderate Smashing, Neg Energy, Accuracy debuff

Ghastly Blast: Moderate Negative Energy, Accuracy debuff

Resistance: Resistance

Ethereal

Life Drain: High Negative Energy, self heal & Accuracy debuff

Necroplasmic Grasp: Negative Energy, Hold

OLIVIA DARQUE

Boss: Levels 10-16

The assistant to Marshall Brass is one of the big players in Cap au Diable. Do right by her and you may be well on your way to greatness. Let Longbow defeat her and your life won't be worth much.

Powers/Abilities:

Tenebrous Tentacles: AoE cone, moderate Smashing, Negative Energy, Immobilize, Accuracy debuff, short range

Gloom: Minor Neg Energy & Accuracy debuff

Shadow Maul: Moderate Smashing, Neg Energy & Accuracy debuff

Life Drain: High Negative Energy, self heal & Accuracy debuff

Smite: Moderate Smashing, Neg Energy, Accuracy debuff

Shadow Punch: Moderate Smashing & Neg Energy

Dark Blast: Moderate Neg Energy, Accuracy debuff

WRETCH

Boss: Levels 15-21

A twisted wreck of a human being, Wretch was horribly mutated in the same incident that slew Ghost Widow. He remains her loyal guardian and protector, using his immense strength and savage fury to protect her from all harm.

Powers/Abilities:

Jab: Moderate Smashing & Stun

Hand Clap: Very high Stun & Knockback

Temp Invulnerability: High resist Smashing & Lethal

Foot Stomp: AoE moderate Smashing, Knockback

Hurl: Moderate Smashing & Knockback

Punch: Moderate Smashing & Knockback

Resistance: Lethal, Smashing, Energy, Fire, Cold

Haymaker: High Smashing & Knockback

SILVER MANTIS

Boss/Archvillain: Level 20-26

Tamura Shirai is fascinated with the smooth, sleek feel of metal. Funding the augmentation of her body to pure metal was an expensive proposition, however, so she turned to crime. During one of her robberies she encountered Black Scorpion, on a job for Lord Recluse. Tamura realized an opportunity when she saw it, and rather than fighting with Arachnos over the ill-gotten loot, formed an alliance that has lasted to this day.

Powers/Abilities:

Thorny Darts: Minor Lethal, Toxic DoT, Defense debuff

Temp Invulnerability: High resist Smashing & Lethal

Thorn Burst: Circle AoE, Minor Lethal, Toxic DoT, Defense debuff

Fling Thorns: Cone AoE, Minor Lethal, Toxic DoT, Defense debuff

Impale: Moderate Lethal, Slow, Immobilize, short range

Thorntrops: Slow, Minor Lethal DoT

Dull Pain: Self heal

Thorn Barrage: High Lethal, Slow, Immobilize, short range

Resistance: Archvillain

BARRACUDA

Boss/Archvillain: Levels 25-31

A former treasure hunter, Kelli Forston was infected by mysterious creatures known as the Coralax. What she found in the briny deep remains a mystery, but it turned her heart as dark and cold as the depths. In combat, she is almost as quick and savage as her blood-thirsty mentor, Captain Mako.

Powers/Abilities:

Wave of Cold: Cold DoT, Slow

Spiny Urchins: Moderate Lethal, Defense debuff

Super Leap

Subdue: High Psionic, moderate Immobilize & Smashing

Psychic Coral Blast: Moderate Psionic, Slow

Urchin Spray: Moderate Lethal, Defense debuff

Psychic Coral Wail: High Psionic & Stun

Psychic Coral Scream: Moderate Psionic

Water Spout: Hold, moderate range

Resistance: Cold

Vulnerable: Fire

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ICE MISTRAL

Boss/Archvillain: Levels 30-36

Irena Rudenko was chosen by one of the Monks of the Four Winds to become the Ice Mistral. Receiving the power changed her; she retained the icy-cold aloofness and desire for mastery of the wind, but none of the control. Her own rage overrode the honor normally imbued to the Knights of the Wind and she went on a mad killing spree. Scirocco took her under his wing to protect her from the Monks—many of which have fallen trying to reclaim their lost power.

GHOST WIDOW

Boss/Archvillain: Levels 40-47

Beautiful, mysterious, and deadly. Ghost Widow appears to be an actual spirit from beyond the grave rather than a super with some sort of incorporeal power. Some have said she was once a rising star in the Night Widows when she was slain. Her thirst for vengeance must have been great, for she returned from the void and now serves at Recluse's side. There are rumors that her service isn't entirely voluntary, however.

Powers/Abilities:

Petrifying Gaze: Hold, moderate range

Lift: Moderate Smash, negate Flight

Tenebrous Tentacles: AoE cone, moderate Smashing, Negative Energy, Immobilize, Accuracy debuff, short range

Gloom: Minor Neg Energy & Accuracy debuff

Life Drain: Moderate Negative Energy, heal self, Accuracy debuff

Torrent: AoE minor Negative Energy, Smashing, Knockback, Accuracy debuff

Dark Blast: Moderate Neg Energy, Accuracy debuff

Phase Shift: Intangible

Dark Regeneration: Minor Negative Energy, self heal

Fearsome Stare: Cone AoE of fear

Resistance: Archvillain resistance

Twilight Grasp: High Immobilize & Accuracy & Damage debuff for all Damage types

BASE OBJECTS

TRIGGERED TURRET

Minion: Levels 1-54

A turret to defend the base.

Powers/Abilities:

Turret Blast: Short range, Lethal DoT, Knockback

Turret Snipe: Long range, Lethal, Knockback

TRIGGERED BOMB

Minion: Levels 1-54

This is a bundle of high-explosives with a proximity sensor on it. The Bomb is fragile but cannot be affected by secondary effects like Sleep, Disorient, or Fear.

Powers/Abilities:

Bomb Blast: Circle AoE, high damage

Self Destruct

BAT'ZUL

These demons are the servitors of Bat'Zul, a powerful demon prince rumored to be trapped somewhere.

OMEN OF BAT'ZUL

Minion: Levels 15-21

Powers/Abilities:

Fire Smash: Moderate Smashing, Knockback & Fire

Scorch: Moderate Fire

Fire Sword: Moderate Lethal, high Fire

Flares: Moderate Fire

Super Leap

Invincibility: Defense & Accuracy buff

Minor Resist: Fire

Vulnerability: Cold

HARBINGER OF BAT'ZUL

Lieutenant: Levels 15-21

Powers/Abilities:

Fire Smash: Moderate Smashing, Knockback & Fire

Scorch: Moderate Fire

Fire Sword: Moderate Lethal, high Fire

Flares: Moderate Fire

Super Leap

Invincibility: Defense & Accuracy buff

Minor Resist: Fire

Vulnerability: Cold



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HERALD OF BAT'ZUL

Boss: Levels 15-21

Powers/Abilities:

Fire Smash: Moderate Smashing, Knockback & Fire

Scorch: Moderate Fire

Fire Sword: Moderate Lethal, high Fire

Fire Ball: Moderate Fire & Smashing, moderate range

Super Leap

Invincibility: Defense & Accuracy buff

Minor Resist: Fire

Vulnerability: Cold

CAP AU DIABLE DEMONS

GREMLIN

Minion: Levels 10-20

These terrible little monsters somehow live inside the Cap au Diable Power Transferrence System. Perhaps there is more to the 'PTS' than meets the eye. There are certainly rumors. Many wonder why the PTS is covered in glowing sigils. Could that have something to do with these supernatural nuisances?

Powers/Abilities:

Charged Bolts: Moderate Energy & Endurance drain, moderate range

Charged Brawl: Minor Smashing & Energy

Resistance: Energy

Electric Explosion: Self-destruct, Circle AoE, Energy dmg

DEATHSURGE

Monster: Level 20

This electrical horror has sprung forth from Dr. Aeon's Power Transferrence System! Could this be a side-effect of tapping into Mount Diable?

Powers/Abilities:

Thunderous Blast: Endurance Recovery debuff

Lightning Bolt: High Energy & Endurance drain, moderate range

Ball Lighting: AoE, minor Energy and Endurance drain, moderate range

Short Circuit: Moderate AoE Energy, Endurance debuff, negates Endurance Recovery, heavy damage vs. robots & mechanical

Thunder Stomp: Disorient

Tesla Cage: Minor Energy, Sleep & Endurance drain, moderate range

Resistance: Archvillain resistance

CARNIVAL OF SHADOWS

ATTENDANT

Minion: Levels 30-40

The lowest echelon of the Carnival of Shadows is filled with these servants. Although they are at the bottom of the ladder, they should not be underestimated. They wear the distinctive mask of the Carnival and draw resistance to mental attacks from it like the rest of their comrades.

Powers/Abilities:

Resistant: Psionic

Vulnerable: Lethal

Energy Ring Toss: Minor Lethal, Energy, Stun

Energy Rings: Minor Lethal, Energy, Stun

SENESCHAL

Lieutenant: Levels 30-40

The Seneschals of the Carnival are the efficient leaders of the rank and file. They most commonly rise from amidst the Attendants but occasionally a Harlequin will be moved over into this role. In addition to their access to the same arsenal as the attendants, the Seneschals use torches to create fire attacks.

Powers/Abilities:

Psychic Visage: Moderate End drain

Resistant: Psionic

Vulnerable: Lethal

Fire Breath: Moderate Fire

Spit Fire: Moderate Fire

Torch: Moderate Smashing & Fire

HARLEQUIN FENCER

Harlequin Fencer
Minion: Levels 35-40

These capering minions look bright and cheerful in their motley, but they are a grave threat. They are masters of the blade, prodding their enemy with pinpoint knife throwing and then using vicious sword attacks when in melee. Their place in the Carnival hierarchy is low.

Powers/Abilities:

Resistant: Psionic

Vulnerable: Lethal

Super Leap

Throwing Knife: Moderate Lethal

Rapier Stab: Moderate Lethal & Def debuff

Rapier Parry: Moderate Lethal & Def debuff

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STRONGMEN

BRONZE STRONGMAN
Minion: Levels 30-40

The strongmen of the Carnival of Shadows are capable of amazing feats of strength. The Bronze Strongmen are recruited for their potential and are mentally dominated by the Ring Mistresses. They are then put through a rigorous training regimen to achieve their Herculean physique and are sealed in their helmets.

Powers/Abilities:

Resistant: Psionic, Knockback, Immobilize, Slow, Smashing

Vulnerable: Lethal

Hurl: High Smashing & Knockback

Jab: Moderate Smashing & Stun

Punch: Moderate Smashing & Knockback

Haymaker: High Smashing & Knockback

IRON STRONGMAN
Minion: Levels 35-40

After serving the Carnival loyally for a year and a day, the Bronze Strongmen are presented with a mallet made of cold iron that is a symbolic representation of their loyalty as well as a fearsome weapon. The Iron Strongmen are the backbone of the Carnival's physical threat level.

Powers/Abilities:

Psychic Visage: Moderate End drain

Resistant: Psionic, Knockback, Immobilize, Slow, Smashing

Vulnerable: Lethal

Hurl: High Smashing & Knockback

Temp Invulnerability: Very high Smashing & Lethal resistance

Giant Mallet: Moderate Smashing & Knockup

Giant Mallet Smash: Moderate Smashing & Knockback

RING MISTRESS
Boss: Levels 30-40

The Ring Mistresses are taken from the ranks of the Carnival. The strongest minds with the most capacity for evil are shaped and then hidden behind the most powerful masks that the Carnival has. No one is certain where these masks come from but they enhance the psychic abilities of the Ring Mistresses exponentially. They rule the troupes of the Carnival with a steel hand in a velvet glove.

Powers/Abilities:

Psychic Visage: Moderate End drain

Resistant: Psionic

Vulnerable: Lethal

Telekinetic Blast: Moderate Smashing & Psionic

Will Domination: High Psionic & Sleep

Subdue: High Psionic & Immobilize

Mental Blast: Moderate Psionic

Mask of Vitiation: Very high Def debuff & End drain

CIRCLE OF THORNS

HORDELINGS

From the nightmares of Hell's sinners come these disgusting creatures, nightmares born of fire, brimstone, and hate.

HORDELING LASHER
Minion: Levels 8-15

Powers/Abilities:

Tongue Strike: Moderate Smashing

Toxic Bite: Heavy damage

Resistance: Fire

Vulnerable: Cold

HORDELING HURLER
Lieutenant: Levels 12-15

Powers/Abilities:

Ice Blast: Moderate Smashing, Cold & Slow, moderate range

Flailing Claws: Minor Slashing DoT, quick recharge

Frost Breath: AoE cone, moderate Cold & Slow, short range

Resistance: Fire

Vulnerable: Cold

HORDELING BERSERKER
Lieutenant: Levels 12-15

Powers/Abilities:

Berserker Rage: Resurrection, buff all, self destruct

Frost Sword: Moderate Lethal & Cold

Blizzard: Cold DoT, Accuracy debuff, Slow

Frozen Armor: Defense buff vs. Smashing, Lethal, Cold & Fire



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HELLFROST

Boss: Levels 25-35

The deepest bowels of the Pit birth these monstrosities. Beware their Infernal Blades, for it is said they tear far more than just flesh. Some claim bits of their victims souls are shorn away as well.

Powers/Abilities:

Bitter Ice Blast: Superior Smashing, Cold & Slow, moderate range

Frost Sword: Moderate Lethal & Cold

Blizzard: Cold DoT, Accuracy debuff, Slow

Frozen Armor: Defense buff vs. Smashing, Lethal, Cold & Fire

Frost Breath: AoE cone, moderate Cold & Slow, short range

Glacier: Circle AoE, Hold, Slow

BLADE PRINCE

Boss: Levels 25-35

These cruel demons command a host of dancing swords to flay the flesh of their foes.

Powers/Abilities:

Bitter Ice Blast: Superior Smashing, Cold & Slow, moderate range

Infernal Frost Sword: Moderate Lethal & Cold, Slow

Dancing Infernal Swords: Moderate Lethal

Terrify: Cone AoE, Minor Psionic

Frozen Armor: Defense buff vs. Smashing, Lethal, Cold & Fire

Frost Breath: AoE cone, moderate Cold & Slow, short range

SUCCUBUS

Boss: Levels 30-45

Not every horror that emerges from the Inferno is hideous—at least on the outside. The Succubi appear as voluptuous women to lure foolish mortals to a long and painful doom.

Powers/Abilities:

Entrance: Stun

Come Hither: Turn foe against other foes

Hellish Bolts: Arc AoE, Knockback

Burning Claws: Moderate Lethal & Fire

LILITU

Archvillain: Levels 35-47

The She-Devil ruled a plane of Hell before being called forth by the Circle of Thorns. The sorcerers struck a deal with her, and Lilitu has come to earth with her infernal hordes. It is said the price for her service is the death of 666 heroes—including her own son, Infernal.

Powers/Abilities:

Fire Ball: Moderate Fire, minor Smashing

Bitter Ice Blast: Superior Smashing, Cold & Slow, moderate range

Entrance: Stun

Come Hither: Turn foe against other foes

Blaze: Heavy Fire, short range

Hellish Bolts: Arc AoE, Knockback

Fire Cages: Minor Fire DoT, Immobilize

Glacier: Circle AoE, Hold, Slow

Resistance: Archvillain resistance

NERVA DAEMONS

Where go the Circle of Thorns go the legions of Hell. These gibbering monstrosities seem to be waiting for...something.

NERVA SPECTRAL DAEMON

Minion: Levels 25-40

Powers/Abilities:

Siphon Life: Moderate Negative Energy & self heal

Smite: Moderate Smashing, Negative Energy, Accuracy debuff

Flight

Ethereal

Resistance: Immobilization, Smashing, Lethal, Negative Energy

Vulnerable: Energy, Psionic

NERVA SPECTRAL DAEMON LORD

Lieutenant: Levels 25-40

Powers/Abilities:

Siphon Life: Moderate Negative Energy & self heal

Smite: Moderate Smashing, Negative Energy, Accuracy debuff

Midnight Grasp: High Negative Energy, Immobilize, Accuracy debuff

Chill of the Night: Minor Negative Energy & Accuracy debuff

Flight

Ethereal

Resistance: Immobilization, Smashing, Lethal, Negative Energy

Vulnerable: Energy, Psionic

CALEB

Monster: Level 40

The legendary Caleb. You'd thought he was just a rumor—a tale told to frighten children by cruel parents. Yet here he is, brimming with infernal power

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and reeking of brimstone from the darkest depths of Hell.

Powers/Abilities:

Soul Drain: Circle AoE, Moderate Negative Energy, Damage & Accuracy buff

Flight

Gloom: Minor Neg Energy & Accuracy debuff

Life Drain: Moderate Negative Energy, self heal, Accuracy debuff

Dark Regeneration: Minor Negative Energy, self heal

Tenebrous Tentacles: Minor Smashing, minor Negative Energy, Immobilize, Accuracy debuff, short range

Darkest Night: High Accuracy & Damage debuff, all Damage types

Fearsome Stare: Fear

Resistance: Archvillain resistance

Blackstar: Extreme Negative Energy in circle AoE, Accuracy debuff, drain self of Endurance & halt self Endurance Recovery

CIRCLE MAGE ARCHUS

Archvillain: Levels 35-41

Despite your efforts, Archus has nearly completed his psychic network using the shards of Seraphina's crystal. Stop him, or you could wind up as his pawn forever!

Powers/Abilities:

Tenebrous Tentacles: Minor Smashing, minor Negative Energy, Immobilize, Accuracy debuff, short range

Gloom: Minor Neg Energy & Accuracy debuff

Dark Pit: Disorient

Chill of the Night: Minor Negative Energy & Accuracy debuff

Twilight Grasp: High Immobilize & Accuracy & Damage debuff for all Damage types

Fortitude: Buff all damage, to hit, all defenses

Psychic Scream: Moderate Psionic, moderate range

Mesmerize: Moderate Psionic & Sleep, long range

Scramble Thoughts: Minor Psionic, moderate Stun

Dominate: Moderate Hold

CONSORTIUM GUARDS

Working as a private security guard in a "city of villains" must be a very tough job.

GUARDS

PRIVATE SECURITY GUARD

Minion: Levels 1-4

Powers/Abilities:

Brawl: Moderate Smashing

Pistol: Moderate Lethal, moderate range

CAGE CONSORTIUM GUARD

Minion: Levels 5-40

Powers/Abilities:

Brawl: Moderate Smashing

Heavy Pistol: High Lethal, Knockback, moderate range

Riot Baton: Moderate Smashing, Stun

Burst (SMG, Adv SMG): Minor Lethal, Defense debuff, moderate range

Butt (SMG, AR): Moderate Smashing

Single Shot (AR): Long range, accurate, High Lethal, Knockback

CAGE CONSORTIUM OFFICER

Lieutenant: Levels 1-40

Powers/Abilities:

Brawl: Moderate Smashing

Burst (SMG, Adv SMG): Minor Lethal, Defense debuff, moderate range

Tactics: Accuracy & Perception buff, resist Confuse

Shotgun: AoE cone, moderate Lethal, Knockback, short range

Riot Baton: Moderate Smashing, Stun

Single Shot (AR): Long range, accurate, High Lethal, Knockback

Butt (AR): Moderate Smashing

Frag Grenade: Minor Smashing, Lethal & Knockback

CAGE CONSORTIUM CAPTAIN

Boss: Levels 1-40

Powers/Abilities:

Shotgun: AoE cone, moderate Lethal, Knockback, short range

Frag Grenade: Minor Smashing, Lethal & Knockback

Assault: AoE Damage buff (self & allies)

Maneuvers: AoE Defense buff (self & allies)

Burst (Adv SMG): Minor Lethal, Defense debuff, moderate range

Single Shot (AR): Long range, accurate, High Lethal, Knockback

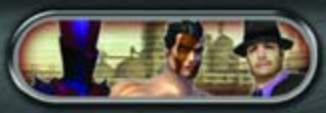
Spray Lead (Adv SMG): Moderate Lethal, Defense debuff

Short Burst (Adv SMG): Heavy Lethal, Accuracy buff, slow reload

Auto Fire (Adv SMG): Heavy Lethal, Accuracy buff, slow reload

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CORALAX

CORALAX HYBRIDS

The Coralax are humans who have been infected with living coral. Stories persist that there is an entire society of coral-creatures in the seas around the Rogue Isles, but how these unfortunates became their servants is unknown.

CORALAX GREEN HYBRID
Minion: Levels 1-15

Powers/Abilities:
- Resistance: Cold
- Vulnerable: Fire
- Spiny Urchins: Minor Lethal
- Brawl: Moderate Smashing
- Ice Bolt: Moderate Cold, Smashing, & Slow
- Coral Club: Moderate Smashing

CORALAX BLUE HYBRID
Lieutenant: Levels 1-15

Powers/Abilities:
- Resistance: Cold
- Vulnerable: Fire
- Heavy Brawl: Heavy Smashing
- Urchin Spray: Moderate Lethal
- Wave of Cold: Cold DoT, Slow
- Spiny Urchins: Minor Lethal

CORALAX RED HYBRID
Boss: Levels 1-15

Powers/Abilities:
- Resistance: Cold
- Vulnerable: Fire
- Spiny Urchins: Minor Lethal
- Psychic Coral Blast: Moderate Psionic, Slow
- Urchin Spray: Moderate Lethal
- Punch: Moderate Smashing & Knockback
- Psychic Coral Scream: Moderate Psionic & Slow
- Haymaker: High Smashing & Knockback
- Ice Bolt: Minor Smashing, Cold, Slow, moderate range
- Wave of Cold: Cold DoT, Slow

CORAL

These creatures are composed of living coral made from the sea-goddess Merulina. They have been summoned as guardians.

CORAL SHARDLING
Minion: Levels 25-31

Powers/Abilities:
- Resistance: Cold
- Vulnerable: Fire
- Coral Dart: Minor Lethal
- Coral Fist: Moderate Smashing & Stun

CORAL WARDER
Lieutenant: Levels 25-31

Powers/Abilities:
- Resistance: Cold
- Vulnerable: Fire
- Coral Dart: Minor Lethal
- Coral Fist: Moderate Smashing & Stun
- Wave of Cold: Cold DoT, Slow
- Coral Spray: Moderate Lethal
- Coral Mallet: High Smashing & Knockback

CORAL SENTINEL
Boss: Levels 25-31

Powers/Abilities:
- Resistance: Cold
- Vulnerable: Fire
- Coral Dart: Minor Lethal
- Coral Fist: Moderate Smashing & Stun
- Wave of Cold: Cold DoT, Slow
- Coral Spray: Moderate Lethal
- Coral Mallet: High Smashing & Knockback
- Water Spout: Hold, moderate range
- Heavy Coral Mallet: Superior Smashing & Knockback

CALYSTIX THE SHAPER
Archvillain: Levels 25-31, 40-47

Calystix the Shaper is the high priestess of an ancient cult to the sea-goddess Merulena. She has formed a "Cult of the Shaper" on Sharkhead in order to free an ancient terror which is trapped beneath the island.

Powers/Abilities:
- Telekinetic blast: Moderate Smashing, Psionic, & Knockback, very long range
- Psychic Scream: Moderate Psionic, moderate range
- Scramble Thoughts: Minor Psionic, moderate Stun
- Will Domination: High Psionic & Sleep, moderate range
- Subdue: High Psionic, moderate Immobilize & Smashing
- Summon Coral Guardians: Spawn 3 Coral guardians
- Psychic Wail: High Psionic & Stun



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COUNCIL

NILES WORTHINGTON

Boss: Levels 10-14

Whatever his reasons, Niles Worthington has betrayed the Vendetti family to the Council, their most hated enemies. In return, the Vendettis have put quite a price on his head.

Powers/Abilities:

12 Gauge: Heavy Lethal & Knockback, medium range

Frag Grenade: Minor Smashing, Lethal & Knockback

CREY

GUARD

Minion: Levels 15-29

Crey's Security Agents have become an almost ubiquitous sight in Paragon City, especially in any Crey owned facility. They're armed with standard law enforcement weapons, from riot batons to assault weapons.

RIOT GUARD

Powers/Abilities:

Brawl: Moderate Smashing

Riot Baton: Moderate Smashing & Stun

Automatic Pistol: Moderate Lethal, moderate range

Moderate Resistance: Lethal, Confusion

PATROL GUARD

Powers/Abilities:

Brawl: Moderate Smashing

Assault Rifle: Moderate Lethal, Defense debuff, long range

Moderate Resistance: Lethal, Confusion

MOB SPECIALIST

Powers/Abilities:

Boxing: Moderate Smashing & Stun

Brawl: Moderate Smashing

Kick: Moderate Smashing & Knockback

Submachine Gun: Moderate Lethal, Defense debuff, moderate range

Moderate Resistance: Lethal, Confusion

SCIENTISTS AND RESEARCHERS

MEDIC

Minion: Levels 25-29

Crey Industries believes firmly in hands on, frontline research, and they demand more from their scientists than most companies. Indeed, Crey Scientists often venture into the field, armed with Cryo weapons to help them collect samples — and do serious damage to anyone who get in their way.

Powers/Abilities:

Brawl: Moderate Smashing

Hypo: Heal Other

CHIEF CRYO SCIENTIST

Boss: Levels 15-29

Powers/Abilities:

N2 Cannon: Minor Cold, Slow

Brawl: Moderate Smashing

Heavy Cryo Rifle: Minor Cold, Slow, & Hold, moderate range

CHIEF PLASMA SCIENTIST

Boss: Levels 15-29

Powers/Abilities:

Flamethrower: Minor Fire, short range

ELITE SECURITY AGENT

Lieutenant: Levels 25-29

The leaders of Crey's security teams are experts at identifying threats and picking them off from a distance. With the latest in advanced assault weaponry at their disposal, these agents are a force to be reckoned with.

Powers/Abilities:

Adv Assault Rifle: High Lethal, Knockback, very long range

Focus: Defense buff vs ranged & melee

SPECIAL AGENTS

The Special Agents are the best of Crey's field operatives. They have superb training, the best weapons, and a seemingly preternatural focus on the task at hand. They often carry heavy weapons, since Crey trusts them enough to use them discreetly and appropriately.

SPECIAL AGENT VIGILANT

Lieutenant: Levels 25-29

Powers/Abilities:

Automatic Pistol: Moderate Lethal, moderate range

Bone Smasher: High Energy, Smashing, & Stun

Energy Punch: Moderate Smashing, Energy & Stun

Barrage: Minor Smashing, Energy, & Stun

Focus: Defense buff vs ranged & melee

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SPECIAL AGENT INFILTRATOR
Lieutenant: Levels 15-29

Powers/Abilities:

Automatic Pistol: Moderate Lethal, moderate range

Crane Kick: High Smashing & Knockback

Thunder Kick: Moderate Smashing & Stun

Storm Kick: Minor Smashing

Focus: Defense buff vs ranged & melee

SPECIAL AGENT SHARPSHOOTER
Sniper: Levels 25-29

These are the best of Crey's field operatives. They have superb training, the best weapons, and a seemingly preternatural focus on the task at hand. They often carry heavy weapons, since Crey trusts them enough to use them discreetly and appropriately.

Powers/Abilities:

Sniper Rifle: High Lethal, Knockback, long range

Focus: Defense buff vs ranged & melee

CREY PROTECTOR
Boss: Levels 25-29

With their powerful force fields, heavy weapons, and advanced training, these armor clad leaders carry enough firepower to stop a tank. They're also almost as hard to hurt, though they are vulnerable to mental assaults.

Powers/Abilities:

Cryo Rifle: Moderate Cold, Slow, & Sleep, moderate range

Brawl: Moderate Smashing

Boxing: Moderate Smashing, Stun

Moderate resist: Lethal, Smashing, Energy, Fire, Cold

Vulnerable: Confusion

Dispersion Bubble: Buff to all defenses

THE FAMILY

The Family loyalists work for Emil Marcone, de facto governor of Port Oakes. They're being challenged by the Marcone's former chief consigliore, Guido 'the Mooch' Verandi.

BUTTON MEN
Minion: Levels 20-29

Button Man Muscle

Powers/Abilities:

Boxing: Moderate Smashing, Stun

Kick: Moderate Smashing

Automatic Pistol: Moderate Lethal, short range

Button Man Buckshot

Powers/Abilities:

Shotgun: Cone moderate Lethal & Knockback, short range

Button Man Gunner

Powers/Abilities:

Burst (SMG): Minor Lethal, Defense debuff, moderate range

CAPOS
Lieutenant: Levels 20-29

CAPO MUSCLE

Powers/Abilities:

Jab: Moderate Smashing & Stun

Punch: Moderate Smashing & Knockback

Haymaker: High Smashing & Knockback

Automatic Pistol: Moderate Lethal, short range

CAPO GUNNER

Powers/Abilities:

Burst (Tommy Gun): Minor Lethal, Defense debuff, long range

Full Auto (Tommy Gun): Moderate Lethal (DoT), Defense debuff, long range

UNDERBOSS
Boss: Levels 20-29

Powers/Abilities:

Jab: Moderate Smashing & Stun

Punch: Moderate Smashing & Knockback

Haymaker: High Smashing & Knockback

Frag Grenade: Minor Smashing, Lethal & Knockback

Burst (Tommy Gun): Minor Lethal, Defense debuff, long range

Full Auto (Tommy Gun): Moderate Lethal (DoT), Defense debuff, long range

Focus: Buffs to melee and ranged attacks

CONSIGLIERE
Boss: Levels 20-29

Powers/Abilities:

Jab: Moderate Smashing & Stun

Punch: Moderate Smashing & Knockback

Haymaker: High Smashing & Knockback

Crush: Minor Smashing, Immobilize, Slow, moderate range

Gravity Distortion: Hold, Slow, moderate range

Propel: High Smashing & Knockback, short range

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MARCONES

MARCONE (MINION)
Minion: Levels 5-10

Powers/Abilities:

Brawl: Moderate Smashing

Revolver: Moderate Lethal

MARCONE BLACKJACK
Minion: Levels 5-10

Powers/Abilities:

Brawl: Moderate Smashing

Blackjack: Minor Smashing, Stun

Revolver: Moderate Lethal

MARCONE BUCKSHOT
Minion: Levels 10-15

Powers/Abilities:

Shotgun: Cone moderate Lethal & Knockback, short range

Kick: Moderate Smashing

Heavy Brawl: Heavy Smashing

MARCONE GUNNER
Minion: Levels 10-20

Powers/Abilities:

Burst (Tommy Gun): Minor Lethal, Defense debuff, long range

Rifle Butt: Moderate Smashing

Kick: Moderate Smashing

MARCONE MUSCLE
Minion: Levels 10-20

Powers/Abilities:

Automatic Pistol: Moderate Lethal, moderate range

Boxing: Moderate Smashing, Stun

Kick: Moderate Smashing

MARCONE HITMAN
Lieutenant: Levels 5-20

Powers/Abilities:

Automatic Pistol: Moderate Lethal, moderate range

Heavy Brawl: Heavy Smashing

Snipe: Fire from a distance

Resistance: Taunt, Confuse, Terrorize

Sniper Rifle: Long range, moderate Lethal, Knockback

MARCONE CAPO
Boss: Levels 5-20

Powers/Abilities:

Jab: Moderate Smashing & Stun

Burst (Tommy Gun): Minor Lethal, Defense debuff, long range

Punch: Moderate Smashing & Knockback

Full Auto (Tommy Gun): Moderate Lethal (DoT), Defense debuff, long

Haymaker: High Smashing & Knockback

Assault: Damage buff

MARCONE GUNNER
Minion: Levels 30-40

Powers/Abilities:

Boxing: Moderate Smashing, Stun

Kick: Moderate Smashing

Burst (Tommy Gun): Minor Lethal, Defense debuff, long range

Punch: Moderate Smashing & Knockback

Full Auto (Tommy Gun): Moderate Lethal (DoT), Defense debuff, long range

Heavy Burst (Tommy Gun): Heavy Lethal, Defense debuff, long range

MARCONE BUCKSHOT
Minion: Levels 30-40

Powers/Abilities:

Boxing: Moderate Smashing, Stun

Kick: Moderate Smashing

12 Gauge: Heavy Lethal & Knockback, medium range

Slug: High Lethal, long range, Knockback

MARCONE UNDERBOSS
Lieutenant: Levels 30-40

Powers/Abilities:

Jab: Moderate Smashing & Stun

Punch: Moderate Smashing & Knockback

Haymaker: High Smashing & Knockback

Frag Grenade: Minor Smashing, Lethal & Knockback

Burst (Tommy Gun): Minor Lethal, Defense debuff, long range

Full Auto (Tommy Gun): Moderate Lethal (DoT), Defense debuff, long range

Focus: Buffs to melee and ranged attacks



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MARCONE CONSIGLIERE

Boss: Levels 30-34

Powers/Abilities:

Focus: Buffs to melee and ranged attacks

Jab: Moderate Smashing & Stun

Punch: Moderate Smashing & Knockback

Haymaker: High Smashing & Knockback

Crush: Minor Smashing, Immobilize, Slow, moderate range

Gravity Distortion: Hold, Slow, moderate range

Propel: High Smashing & Knockback, short range

Crushing Field: Minor Smashing, moderate Immobilize & Slow

Gravity Distortion Field: Very high Hold & Slow

Singularity: High Knockback, heavy Smashing

PITBULL

Lieutenant: Levels 5-11

Pitbull is an enforcer for the Marcone Family in Port Oakes. You've agreed to help the Marcones with a few problems they've been having, and Pitbull has been sent along to assist you.

Powers/Abilities:

Jab: Moderate Smashing & Stun

12 Gauge: Heavy Lethal & Knockback, medium range

Punch: Moderate Smashing & Knockback

Slug: High Lethal, long range, Knockback

Haymaker: High Smashing & Knockback

EMIL MARCONE

Boss: Levels 6-12

Emil Marcone is the son of Manuel Marcone, the former Governor of Port Oakes. When Manuel was arrested by Interpol, Guido 'The Mooch' Verandi stepped up to take control, much to the chagrin of Emil. Emil is now doing whatever he can to seize control from Guido.

Powers/Abilities:

Jab: Moderate Smashing & Stun

Burst (Tommy Gun): Minor Lethal, Defense debuff, long range

Punch: Moderate Smashing & Knockback

Full Auto (Tommy Gun): Moderate Lethal (DoT), Defense debuff, long range

Haymaker: High Smashing & Knockback

Assault: Damage buff

Frag Grenade: Minor Smashing, Lethal & Knockback

THE FREAKSHOW

MEAT DOCTOR

Lieutenant: Levels 20-30

Many of Dr. Vahzilok's talented but demented followers in Paragon City have been busted by the 'superhero phenomenon'. Some have found their way to Sharkhead Isle to ply their trade with the vast numbers of Freakshow sorting through the Crushes' junkyards. These sick surgeons are called the Meat Doctors.

Powers/Abilities:

Poison Dart: Minor Lethal, slow regeneration, Sleep

Resurrect Zombie: Respawn fallen ally as Zombie

Eviscerate: Very high Lethal

Heal Other: Heal targeted ally

Surgical Electric Saw: Moderate Lethal

JUICER SNIPER

Sniper: Levels 20-30

It takes some skill to control death dealing levels of electricity as they course through your nervous system, and Juicer leaders have that control. They can use their implants to generate massive balls of lightning. They're no fun in close combat either, as their punch packs a heck of an electrical wallop.

Powers/Abilities:

Shock Punch: Minor Smashing & Energy

Charged Bolts: Moderate Energy & Endurance drain, moderate range

Zapp: Moderate Energy, long range, high Accuracy

Dull Pain: Self heal

Revive: Self-resurrect

Resist: Cold

Vulnerable: Energy

SNEAKY FREAKS

Sneaky Freaks have been outfitted with a cloaking device to make them nearly undetectable. Combined with their deadly cybernetic weapons, these Sneaky Freaks are enemies to be reckoned with!

SNEAKY SNIPER

Minion: Levels 25-31

Powers/Abilities:

Cybernetic Blade: Moderate Lethal

Cybernetic Blades: High Lethal

Sawblade: Moderate Lethal,

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Knockback, moderate range

Dull Pain: Self-heal

Revive: Self-resurrect

Resists: Cold

Vulnerability: Energy

Cloaking Device: Invisible, Defense buff

SNEAKY CHAMPION
Lieutenant: Levels 25-31

Powers/Abilities:

Cybernetic Blade: Moderate Lethal

Cybernetic Blades: High Lethal

Sawblade: Moderate Lethal, Knockback, moderate range

Dull Pain: Self-heal

Revive: Self-resurrect

Resists: Cold

Vulnerability: Energy

Cloaking Device: Invisible, Defense buff

SNEAKY TANK
Boss: Levels 25-31

Powers/Abilities:

Cybernetic Blades: High Lethal

Sawblade: Moderate Lethal, Knockback, moderate range

Tank Grenade: AoE sphere moderate Lethal, Smashing, & Knockback, moderate range

Dull Pain: Self-heal

Revive: Self-resurrect

Resists: Cold, Smashing, Lethal, Knockback, Disorient

Vulnerability: Energy

Cloaking Device: Invisible, Defense buff

RIKTI FREAKS

Some Freakshow will try anything for a thrill, even using Rikti weapons. Some go even farther, and integrate alien Rikti technology into their cybernetic prostheses.

RIKTI FREAK GUNNER
Minion: Levels 35-43

Powers/Abilities:

Rikti Pistol: Moderate Energy & Stun, moderate range

Dull Pain: Self-heal

FREAK ZAPPER
Minion: Levels 35-43

Powers/Abilities:

Rikti Rifle: High Energy, Knockback & Stun, moderate range

Rikti Rifle Blast: High Energy, Knockback & Stun, moderate range

Protection Shield: Defense buff, all attacks

Accelerate Metabolism: PBAoE sphere, buff all damage, resist Hold, Stun, Sleep, Immobilize

Radiation Emission: Self-heal

Shock Punch: Minor Smashing & Energy

Flight

Dull Pain: Self-heal

Revive: Self-resurrect

Resists: Cold

Vulnerability: Energy

RIKTI FREAK SLASH TANK
Boss: Levels 35-43

Powers/Abilities:

Cybernetic Rikti Blade: Moderate Lethal, Stun

Rikti Rifle: High Energy, Knockback & Stun, moderate range

Greater Cybernetic Rikti Blade: Heavy Lethal, Stun

Rikti Rifle Blast: High Energy, Knockback & Stun, moderate range

Tank Grenade: AoE sphere moderate Lethal, Smashing, & Knockback, moderate range

Dull Pain: Self-heal

Revive: Self-resurrect

Resists: Cold, Smashing, Lethal, Knockback, Disorient

Vulnerability: Energy

METAL SHIFT
Boss: Levels 20-26

Metal Shift is a Freakshow but is also a priest of the Cult of the Shaper on Sharkhead Isle. The cult espouses a philosophy involving transformation of self - this easily fits into the Freakshow paradigm of self-modification.

Powers/Abilities:

Cybernetic Blades: High Lethal

Sawblade: Moderate Lethal, Knockback, moderate range

Tank Grenade: AoE sphere moderate Lethal, Smashing, & Knockback, moderate range

Dull Pain: Self-heal

Revive: Self-resurrect

Resists: Cold, Smashing, Lethal, Knockback, Disorient

Vulnerability: Energy

Golem Summoning: Spawn Slag Golem



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SLAG GOLEM
Lieutenant: Levels 20-26

Metal Shift can summon Slag Golems to do his bidding.

Powers/Abilities:

Resistance: Slag Golem Resistance

Slash: Moderate Lethal, Def debuff

Foot Stomp: Moderate Smashing & Knockback

Hurl Debris: Moderate Smashing & Knockback

SUPER FREAK
Boss: Levels 25-31

The Superfreak was created by Doc Buzzsaw by implanting magically-imbued prosthetics into a Tank Freak. Now the Superfreak possesses necro-mantic abilities in addition to his formidable fighting powers.

Powers/Abilities:

Siphon Life: Moderate Negative Energy & self heal

Tenebrous Tentacles: AoE cone, moderate Smashing, Negative Energy, Immobilize, Accuracy debuff, short range

Gloom: Moderate Negative Energy & Accuracy debuff, moderate range

Life Drain: High Negative Energy, self heal, & Accuracy debuff

Smite: Moderate Smashing, Negative Energy, Accuracy debuff

Shadow Punch: Moderate Smashing, Negative Energy, Accuracy debuff

Dull Pain: Self-heal

Revive: Self-resurrect

Resists: Cold, Smashing, Lethal, Knockback, Disorient

Vulnerability: Energy

FREEDOM CORPS

LONGBOW DIVISION

Longbow is a hard-hitting division of Freedom Corps dedicated to stopping evil, and Arachnos in particular.

LONGBOW GUARDIAN
Minion: Levels 1-9

Powers/Abilities:

Pistol: Moderate Lethal, medium range

Heavy Pistol: Heavy Lethal, medium range

Brawl: Moderate Smashing

Tech Armor: Resistance

LONGBOW RIFLEMAN
Minion: Levels 10-19

Powers/Abilities:

Adv Assault Rifle Slug: High Lethal, Knockback, very long range

Adv Assault Rifle Burst: High Lethal, Knockback, very long range

Adv Assault Rifle Heavy Burst: High Lethal (DoT), Knockback, very long range

Frag Grenade: Minor Smashing, Lethal & Knockback

Brawl: Moderate Smashing

Rifle Butt: Moderate Smashing

Tech Armor: Resistance

LONGBOW MINIGUN
Minion: Levels 20-29

Powers/Abilities:

Frag Grenade: Minor Smashing, Lethal & Knockback

Chain Gun Short Burst: Moderate Lethal (DoT), Defense debuff

Chain Gun Heavy Burst: Heavy Lethal (DoT)

Brawl: Moderate Smashing

Rifle Butt: Moderate Smashing

Tech Armor: Resistance

LONGBOW FLAMETHROWER
Minion: Levels 10-29

Powers/Abilities:

Incendiary Grenade: Moderate Smashing, Lethal & Fire, Knockback

Flamethrower: AoE cone moderate Fire

Flamethrower Ignite: Moderate Fire DoT

Brawl: Moderate Smashing

Rifle Butt: Moderate Smashing

Tech Armor: Resistance

LONGBOW EAGLE
Minion: Levels 20-29

Powers/Abilities:

Frag Grenade: Minor Smashing, Lethal & Knockback

Adv Assault Rifle Slug: High Lethal, Knockback, very long range

Adv Assault Rifle Burst: High Lethal, Knockback, very long range

Rifle Butt: Moderate Smashing

Brawl: Moderate Smashing

Flight

Positioning: Aerial attack, flee from melee attack

Tech Armor: Resistance

LONGBOW SPEC OPS
Minion: Levels 30-39

Powers/Abilities:

Cloaking Device: Invisible, Defense buff

EMP Grenade: Incapacitate, high damage vs. machines

Web Grenade: Moderate Immobilize & Slow

M30 Grenade: Minor Smashing, Lethal

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& Knockback

Adv Assault Rifle Slug: High Lethal, Knockback, very long range

Adv Assault Rifle Burst: High Lethal, Knockback, very long range

Brawl: Moderate Smashing

Tech Armor: Resistance

LONGBOW CHASER

Lieutenant: Levels 20-54

Powers/Abilities:

Incendiary Rocket Launcher: Moderate Smashing, Lethal & Fire, Knockback

Flight

Armor Plating: Resistance

Chain Gun: Moderate Lethal

Missile Launcher: AoE sphere moderate Smashing, Lethal, Knockback, long range

Tech Armor: Resistance

LONGBOW SERGEANT

Lieutenant: Levels 1-19

Powers/Abilities:

Tech Armor: Resistance

Single Shot (SMG): High Lethal, Knockback, very long range

Burst (SMG): Moderate Lethal (DoT), Knockback, very long range

Rifle Butt: Moderate Smashing

LONGBOW NULLIFIER

Lieutenant: Levels 10-39

Powers/Abilities:

M30 Grenade: Minor Smashing, Lethal & Knockback

Sonic Grenade: Smashing, Damage Resistance debuff

Slug: High Lethal, Knockback, very long range

Burst (SMG): Moderate Lethal (DoT), Knockback, very long range

Beanbag: Minor Lethal, High Disorient

Tech Armor: Resistance

Brawl: Moderate Smashing

LONGBOW OFFICER

Boss: Levels 10-54

Powers/Abilities:

Full Auto: Superior Lethal (DoT)

Burst: Moderate Lethal (DoT), Knockback, very long range

M30 Grenade: Minor Smashing, Lethal & Knockback

Buckshot: Moderate Lethal, Knockback, close range

Slug: High Lethal, Knockback, very long range

Leadership: Defense, Damage, Perception & Accuracy buff, protect vs. Confuse

Tech Armor: Resistance

Brawl: Moderate Smashing



LONGBOW BALLISTA

Boss: Levels 20-54

The Ballista are Longbow's heaviest hitters. These tankers are tough enough to withstand direct hits from rocket launchers, and can dish out enough damage to take out the toughest brute Arachnos can throw at them.

Powers/Abilities:

Force Bolt: Moderate Smashing & Knockback

Bone Smasher: Moderate Smashing, Energy & Knockback

Power Punch: Minor Smashing, high Knockback

Energy Torrent: AoE minor Energy, Smashing, Knockback, short range

Explosive Blast: Moderate Smashing, Energy, Knockback, moderate range

Protective Shield: High buff vs. Smashing, Lethal, Fire, Cold, Energy & Neg Energy, buff vs. Toxic & Endurance drains

Resistance: Resistance

Repulsion Field: High Knockback

Dispersion Bubble: Defense buff, all attacks

Detention Field: Invincible, Immobilize

ROMULUS

Boss: 30-36

Romulus is Warshade working with Longbow in the Rogue Isles. He has a reputation for taking down a number of villains, and is the arch-nemesis of the psychic villain known as Psimon Omega.

Powers/Abilities:

Dark Matter Detonation: Circle AoE, Moderate Negative Energy, Slow, Knockback

Shadow Blast: Negative Energy, Slow

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Power Drain: Moderate Negative Energy, buff self's Damage & Accuracy

Gravitic Emanation: Stun, Slow

Umbral Shield: Invincible to all damage except Psionics

AGENT INDIGO

Archvillain: Levels 35-41, 46-52

Rumors abound throughout the villain underground about two incredibly dangerous government operatives, code-named Agent Crimson and Agent Indigo. Indigo is supposed to be the information and retrieval specialist, a deadly opponent who can read thoughts and see into the future.

Powers/Abilities:

Poison Dart: Minor Lethal, slow regeneration, Sleep

Slash: Moderate Lethal, Def debuff

Sleep Dart: Minor Lethal, moderate Sleep

Disembowel: High Lethal & Def debuff

Cloaking Device: Invisible, Defense buff

Web Grenade: Moderate Immobilize & Slow

Exploding Shuriken: Moderate Lethal

Whirling Sword: Moderate Lethal & Def debuff

Hack: Moderate Lethal, Def debuff

Slice: Moderate Lethal, Def debuff

Caltrops: Minor Lethal (DoT), Slow

Head Splitter: Very high Lethal

Stun Grenades: Minor Energy & Stun

Paralytic Dart: Minor Lethal, moderate Hold



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GENERIC HEROES

EXPERIMENT 236

Boss: Levels 10-16

Experiment 236 is a creation of Dr. Dmitri Krylov, a Russian scientist who came to the Rogue Isles to make money by creating super-powered villains. Experiment 236 did not survive the transformation process with his sanity intact, and has since gone on a fiery rampage!

Powers/Abilities:

Fire Smash: Moderate Smashing & Fire

Fire Shield: Resists Smashing, Lethal, Fire, Cold

Fire Sword: Moderate Lethal & Fire

Scorch: Moderate Fire

Fire Breath: Moderate Fire

Resistance: Lethal, Smashing, Energy, Fire, Cold

ELECTROSHOCK

Boss: Levels 10-16

Electroshock is a hero created by the super-science of Dr. Dmitri Krylov. Electroshock was originally a villain who came to Krylov seeking super-powers, but in the end decided to become a hero in Paragon City.

Powers/Abilities:

Charged Bolts: Moderate Energy, End drain & slow recovery

Lightning Bolt: High Energy, End drain & slow recovery

Ball Lightning: High Energy, End drain & slow recovery

Charged Brawl: Moderate smashing, Energy, Sleep, End drain & slow recovery

Havoc Punch: Moderate Energy, Smashing, Sleep, Knockback, End drain & slow recovery

Tesla Cage: Minor Energy, moderate Sleep, End drain & slow recovery

BLUE PHAZER

Boss: Levels 20-26

Blue Phazer is a hero working with Longbow in the Rogue Isles. She is known to possess a robotic super-suit which allows her to manipulate high-energy fields.

Powers/Abilities:

Explosive Blast: Moderate Smashing, Energy & Knockback

Power Blast: Moderate Smashing, Energy & Knockback

Power Bolt: Moderate Smashing, Energy & Knockback

Power Thrust: Minor Smashing, High Knockback

Energy Torrent: Moderate Smashing, Energy & Knockback

Power Burst: High Smashing, Energy & Knockback

GOLDEN SPHINX

Boss: Levels 20-26

Golden Sphinx is a hero working with Longbow in the Rogue Isles. He is known to possess an ancient Egyptian amulet which grants him supernatural powers.

Powers/Abilities:

Temp Invulnerability: High resists Smashing & Lethal

Bone Smasher: Moderate Smashing, Energy & Knockback

Energy Punch: Moderate Smashing, Energy & Knockback

Barrage: Moderate Smashing, Energy, & Stun

Energy Torrent: AoE minor Energy, Smashing, Knockback, short range

Resistance: Lethal, Smashing, Energy, Fire, Cold

Whirling Hands: Moderate Smashing, Energy, & Stun

Laser Beam Eyes: Moderate Energy & Knockback

Unyielding: Resist buffs to Knockback, Sleep, Hold, Immobilize, Disorient, Fire, Cold, Energy & Negative Energy, more likely to be hit

SPINNERETTE

Boss: Levels 20-26

Spinnerette is a lieutenant of the Scrapyarder hero known as Iron Widow. She is a champion of the Scaryparder cause in Sharkhead.

Powers/Abilities:

Telekinetic blast: Moderate Smashing, Psionic & Knockback

Healing Aura: Self-heal and heal in AoE

Heal Other: Heal targeted ally

Regeneration Aura: AoE healing buff

Mental Blast: Moderate Psionic, Slow, long range

Subdue: High Psionic & Immobilize, long range

Flight

TUNDRA

Boss: Levels 1-10

One of Paragon City's heroes thinks he can catch you unaware by ambushing you on your first task from Arachnos. He'd better think again!

Powers/Abilities:

Ice Bolt: Moderate Cold, Smashing, & Slow

Fire Sword: Moderate Lethal, high Fire

Ice Blast: Moderate Smashing, Cold, & Slow, moderate range

Frost Breath: AoE cone, moderate Cold & Slow, short range

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STRONGHEART
Boss: Levels 10-20

This young hero's incredible might and impenetrable skin make him a formidable foe.

Powers/Abilities:

Jab: Moderate Smashing & Stun

Temp Invulnerability: Very high resist to Smashing & Lethal

Hurl: Moderate Smashing & Knockback

Punch: Moderate Smashing & Knockback

Resistance: Lethal, Smashing, Energy, Fire, Cold

SNOW MAIDEN
Boss: Levels 10-18

A nature spirit joined with a young woman, Snow Maiden uses the icy power of winter to fight crime.

Powers/Abilities:

Ice Bolt: Moderate Cold, Smashing, & Slow

Fire Sword: Moderate Lethal, high Fire

Ice Blast: Moderate Smashing, Cold, & Slow, moderate range

Frost Breath: AoE cone, moderate Cold & Slow, short range

Ice Storm: Slow, Cold (DoT)

Combustion: Fire (DoT)

THE RANGER
Boss: Levels 11-20

Powers/Abilities:

Barb Swipe: Moderate Lethal, Slow, Immobilize

Regeneration

Lunge: Moderate Lethal, Slow, Immobilize

Spine Burst: AoE sphere, moderate Lethal, Slow, moderate Toxic (DoT) short range

Impale: Moderate Lethal, Slow, Immobilize, short range

THE DRAGON'S TAIL
Boss: Levels 16-20

The Dragon's Tail is desperately seeking the antidote to a plague in Paragon City. Of course, you're being paid to pick up the same antidote. So someone's gotta lose.

Powers/Abilities:

Thunder Kick: Moderate Smashing

Storm kick: Minor Smashing

Shuriken: Moderate Lethal, moderate range

Cobra Strike: Minor Smashing, Stun

Focused Fighting: Melee and ranged Defense buff

LEO KNIGHT
Boss: Levels 21-33

This massive Tanker is the older brother of Longbow Agent Caspian. The same Caspian you captured for Vargas. He's angry, he's tough, and beating the villain who caught his little brother is his top priority.

Powers/Abilities:

Jab: Moderate Smashing & Stun

Temp Invulnerability: Very high resist to Smashing & Lethal

Hurl: Moderate Smashing & Knockback

Punch: Moderate Smashing & Knockback

Resistance: Lethal, Smashing, Energy, Fire, Cold

Hand Clap: High Stun & Knockback

Unyielding: Resist buffs to Knockback, Sleep, Hold, Immobilize,

Haymaker: High Smashing & Knockback

DR. ADVANCE
Boss: Levels 31-40

Dr. Advance uses his suit of space/time manipulating powered armor to help Longbow explore dangerous extremes of science!

Powers/Abilities:

Transfusion: Moderate Negative Energy, self & ally heal

Crush: Minor Smashing, Immobilize, Slow, moderate range

Lift: Moderate Smashing, negates Flying

Crushing Field: Minor Smashing, moderate Immobilize & Slow

Siphon Speed: Slow target, Speed self

Singularity: Hi resist all, Knockback, misc. gravity powers

Propel: Moderate Smashing & Knockback

Siphon Power: Debuff dmg target, buff dmg self

ETHER
Boss: Levels 31-40

If you can take out this fledgeling heroine, you'll prove yourself to Operative Rutger.

Powers/Abilities:

Fortitude: Buff all damage, to hit, all defenses

Healing Aura: Self and ally heal

Heal Other: Heal targeted ally

Mass Hypnosis: large sphere, Sleep, moderate range

Regeneration Aura: AoE healing buff

Dominate: Hold

Terrify: Minor Psionic

Levitate: Moderate Smashing, negates Flying

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SIDEWINDER
Boss: Levels 31-40

Sidewinder is one of Operative Rutger's assets. She's been under-cover in Longbow for some time, but her cover's been blown. You'll have to extract her.

Powers/Abilities:

Cosmic Burst: High Energy, Stun & Def debuff

X-Ray Beam: Moderate Energy & Def debuff

Enervating Field: High Damage debuff

Neutrino Bolt: Moderate Energy & Def debuff

Lingering Radiation: Moderate Slow

Electron Haze: Moderate Energy, Knockback & Def debuff

Choking Cloud: Minor Toxic (AoE), Incapacitate

Neutron Bomb: Moderate Energy & Def debuff

WHITE LIGHTNING
Boss: Levels 31-40

White Lightning was a fool to think he could defect to Longbow without bringing down the wrath of Arachnos. Take him out, and you'll be moving up in the world.

Powers/Abilities:

Charged Bolts: Moderate Energy, End drain & slow recovery

Lightning Storm: Summon storm

Lightning Bolt: High Energy, End drain & slow recovery

Ball Lightning: High Energy, End drain & slow recovery

Gale: Cone AoE, Minor Smashing, Knockback

Snow Storm: Moderate Slow

Thunder Clap: PBAoE sphere, Stun

Tesla Cage: Minor Energy, moderate Sleep, End drain & slow recovery

THEADORA MARCONE
Boss: Levels 36-40

A Family cousin, the love of Johnny's life, and a closet super-heroine: Theadora Marcone leads a busy life. A shame you'll have to take her out.

Powers/Abilities:

Thunder Kick: Moderate Smashing

Storm kick: Minor Smashing

Shuriken: Moderate Lethal, moderate range

Cobra Strike: Minor Smashing & Stun

Crane Kick: High Smashing & Knockback

Exploding Shuriken: Moderate Lethal

Inner Focus: Buff vs. melee, ranged & AoE attacks, resist Confuse, see Invisible foes

Dragon's Tail: Moderate Smashing, AoE circle

Quickness: Speed buff, resist Slow

Elude: Speed & Elude buff, drains Endurance & prevents Endurance Recovery

GOLD BRICKERS

The Goldbrickers are high-tech thieves who operate in and around Cap au Diable. They're led by a notorious crime lord known only as King Midas.

ROCKETMAN
Minion: Levels 8-20

Powers/Abilities:

Flight

Sonic Gun: Moderate Sonic, Strength debuff

Brawl: Moderate Smashing

BOMBARDIER
Lieutenant: Levels 8-20

Powers/Abilities:

Flight

Sonic Grenade: Moderate Sonic, circle AoE, Strength debuff

Heavy Sonic Blast Gun: Heavy Sonic, Strength debuff

Heavy Sonic Bolt Gun: Heavy Sonic, Strength debuff

Sonic Punch: Moderate Smashing & Sonic, Knockback

Brawl: Moderate Smashing

BOOMER
Boss: Levels 8-20

Powers/Abilities:

Flight

Heavy Sonic Blast Cannon: Superior Sonic, Strength debuff

Heavy Sonic Wave Cannon: Superior Sonic, Strength debuff

Gold Skin: Gold Brick resistance

Sonic Punch: Moderate Smashing & Sonic, Knockback

Sonic Haymaker: Heavy Smashing & Sonic, Knockback



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HELLIONS

DUKE MORDORGAR

Boss: Levels 6-12

The Hellions are at the bottom of the heap, even in Paragon City. But every so often, one of them displays some real power. The self-styled 'Duke Mordrogar' is one of the few Hellions who display some level of real power even without making an unfavorable contract with a demon. This has given him an inflated ego, and an ambitious drive.

Powers/Abilities:

- Resistance: Fire
- Vulnerable: Cold
- Flares: Minor Fire, moderate range
- Incinerate: Minor Fire
- Scorch: Moderate Fire
- Fire Breath: AoE cone moderate Fire, short range
- Char: Hold, moderate range
- Combustion: Pale sphere minor Fire

3K KELVIN

Boss: Levels 6-12

Powers/Abilities:

- Resistance: Fire
- Vulnerable: Cold
- Fire Ball: AoE sphere moderate Smashing, Fire, & Knockback, moderate range
- Fire Blast: Moderate Fire, moderate range
- Flares: Minor Fire, moderate range
- Incinerate: Minor Fire
- Scorch: Moderate Fire
- Fire Breath: AoE cone moderate Fire, short range
- Combustion: Pale sphere minor Fire
- Ring of Fire: Immobilize, minor Fire, moderate range

THE INFECTED

THE STRICKEN

It doesn't take long for the cesspool water to have an effect. These petty thugs have been drinking from it for only a few days, but already the change in their appearance is apparent.

STRICKEN BRAWLER

Powers/Abilities:

- Brawl: Moderate Smashing
- Revolver: Moderate Lethal
- Resistance: Resistance

STRICKEN SCAVENGER

Powers/Abilities:

- Pipe: Moderate Smashing
- Revolver: Moderate Lethal
- Resistance: Resistance



BLIGHTED

Lieutenant: Levels 1-6

Blighted have been subsisting on cesspool water for many weeks now, and the changes they have undergone are far greater than skin deep. They no longer desire any nourishment other than that they take from the cesspool. Their old friends and dreams are entirely forgotten as they slip deeper into their irradiated daze.

Powers/Abilities:

- Brawl: Moderate Smashing
- Shotgun: Moderate Lethal & Knockback
- Resistance: Resistance

DEVOLVED

Boss: Levels 1-6

Powers/Abilities:

- X-Ray Beam: Moderate Energy & Def debuff
- Contaminated Strike: Moderate Energy & Smashing, Knockback, Defense debuff
- Neutrino Bolt: Minor Energy & Def debuff
- Electron Haze: AoE moderate Energy, Knockback, Defense debuff, short range
- Resistance: Resistance

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LEGACY CHAIN

The Legacy Chain works to ensure the mystic arts are used only for good.

LEGACY OF THE SWORD

At the foundation of the Chain is the Legacy of the Sword. They are the strong arm of the group and protect the mystics of the other Legacies with their lives. They never retreat and willingly give their lives for their sacred cause.

PLEDGED LEGACY OF STEEL
Minion: Levels 5-15

Powers/Abilities:

Slash: High Lethal, Defense debuff

Throwing Dagger: Minor Lethal, short range

ADAMANT LEGACY OF STEEL
Minion: Levels 5-15

Powers/Abilities:

Slash: High Lethal, Defense debuff

Throwing Dagger: Minor Lethal, short range

Slice: Moderate Lethal, Def debuff

LEGACY OF LIGHT

The Legacy of Light are the order's lowest-ranking sorcerers.

LAMBENT LEGACY OF LIGHT
Minion: Levels 10-20

Powers/Abilities:

Fist of Light: Moderate Smashing & Energy, Stun

Light Bolt: Minor Energy, Knockback

Resistance: Energy

Vulnerable: Negative Energy

LUCENT LEGACY OF LIGHT
Lieutenant: Levels 10-20

Powers/Abilities:

Fist of Light: Moderate Smashing & Energy, Stun

Light Bolt: Minor Energy, Knockback

Resistance: Energy

Vulnerable: Negative Energy

Light Torrent: Cone AoE, Moderate Energy, Knockback

RADIANT LEGACY OF LIGHT
Boss: Levels 5-15

Powers/Abilities:

Fist of Light: Moderate Smashing & Energy, Stun

Light Explosion: Circle AoE, Moderate Energy

Resistance: Energy

Vulnerable: Negative Energy

Light Blast: Moderate Energy, Knockback

LEGACY OF FLAME

The Legacy of Flame has learned to harness their magic into fiery blasts.

EMBER LEGACY OF FLAME
Minion: Levels 16-25

Powers/Abilities:

Flares: Moderate Fire

Scorch: Moderate Fire

Fire Smash: Moderate Smashing & Fire

Resistance: Fire

Vulnerable: Cold

BLAZE LEGACY OF FLAME
Lieutenant: Levels 16-25

Powers/Abilities:

Fire Blast: Moderate Fire, moderate range

Fire Sword: Moderate Lethal & Fire

Ring of Fire: Immobilize, minor Fire, moderate range

Resistance: Fire

Vulnerable: Cold

INFERNO LEGACY OF FLAME
Lieutenant: Levels 16-25

Powers/Abilities:

Fire Blast: Moderate Fire, moderate range

Fire Sword: Moderate Lethal & Fire

Resistance: Fire

Vulnerable: Cold

Fire Ball: Moderate Fire, minor Smashing

Fire Sword Silce: Moderate Lethal & Fire, Defense debuff

Fire Breath: Moderate Fire

Fire Imps: Spawn 1-2 Fire Imps

LEGACY OF EARTH

The Legacy of Earth commands the forces of nature.

KAOLIN LEGACY OF EARTH
Minion: Levels 21-30

Powers/Abilities:

Stone Fist: Moderate Smashing & Stun

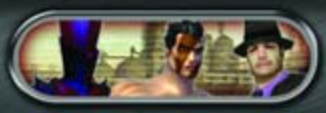
Propel Rocks: High Smashing, Knockback

Resistance: Smashing, Toxic

Vulnerable: Negative Energy

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TERRAN LEGACY OF EARTH
Minion: Levels 21-30

Powers/Abilities:

Propel Boulder: High Smashing, Knockback

Stone Fist: Moderate Smashing & Stun

Entangle: Hold, Smashing (DoT)

Resistance: Smashing, Toxic

Vulnerable: Negative Energy

TELLUS LEGACY OF EARTH
Boss: Level 16-30

Powers/Abilities:

Strangler: Hold

Propel Boulder: High Smashing, Knockback

Stone Armor: Def buff vs. Smashing, Lethal, Energy, Neg Energy

Stone Mallet: Moderate Smashing, Knockback

Animate Stone: Spawn stone ally immune to Psionic & high def vs. Sleep, Immobilize, Disorient, Hold

Resistance: Smashing, Toxic

Vulnerable: Negative Energy

Entangle: Hold, Smashing (DoT)

Heavy Mallet: Superior Smashing, Knockback

CHAMPION OF LIGHT
Pet: Levels 1-54

Powers/Abilities:

Flight

Energy Torrent: AoE minor Energy, Smashing, Knockback, short range

Power Bolt: Moderate Smashing, Energy, Stun, moderate range

Resistance: Lethal, Energy

LUDDITES

The Luddites believe technology is leading to the ruination of civilization. Most believe Dr. Aeon and his magnificent city are to be admired, but the Luddites crusade against it, and even make ludicrous claims that Aeon's advances are at the behest of demons and other dark forces.

LUDDITE BRAWLER
Minion: Levels 8-20

Powers/Abilities:

Brawl: Moderate Slashing

Crossbow: Moderate Lethal & Knockback

LUDDITE TORCH BEARER
Minion: Levels 8-20

Powers/Abilities:

Torch: Moderate Smashing & Fire

Crossbow: Moderate Lethal & Knockback

LUDDITE HACKER
Minion: Levels 8-20

Powers/Abilities:

Axe: Moderate Lethal & Def debuff

Crossbow: Moderate Lethal & Knockback

LUDDITE SMASHER
Minion: Levels 8-20

Powers/Abilities:

Sledgehammer: High Smashing & Knockback

Crossbow: Moderate Lethal & Knockback

LUDDITE SLASHER
Minion: Levels 8-20

Powers/Abilities:

Machete: High Lethal & Slow

Crossbow: Moderate Lethal & Knockback

LUDDITE FRIAR
Lieutenant: Levels 8-13

Powers/Abilities:

Crossbow: Moderate Lethal & Knockback

Heal Other: Heal selected ally

Shillelagh: High Smashing

Discipline: Luddite resistance

Fortitude: Buff all damage, to hit, all defenses

LUDDITE CRUSADER
Boss: Levels 8-13

Powers/Abilities:

Whirling Sword: Moderate Lethal & Def debuff

Slash: Moderate Lethal, Def debuff

Fistful of Arrows: Moderate Lethal vs. all foes in front of Crusader

Slice: Moderate Lethal, Def debuff

Aimed Shot: High Lethal, Accurate

Luddite Armor: Luddite armor

Flaming Arrow: Minor Lethal, Fire (DoT)

Parry: Moderate Lethal & Def debuff

Tactics: Accuracy & Perception buff, resist Confuse

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MISCELLANEOUS

PYRISS
Lieutenant: Levels 10-16

This young and trusting heroine is the perfect victim for Peter Themari. The fool actually thinks you're helping her!

Powers/Abilities:

Fire Ball: Moderate Fire, minor Smashing

Fire Blast: Moderate Fire

Flares: Moderate Fire

Incinerate: Minor Fire

Scorch: Moderate Fire

Fire Breath: AoE cone moderate Fire, short range

Combustion: Pale sphere minor Fire

VOID RIPPER
Lieutenant: Levels 15-21

Void Ripper is a villain with a reputation for viciousness. He's been tossed in the Zigursky prison on assault charges numerous times.

Powers/Abilities:

Siphon Life: Moderate Neg Energy, Psionic & Accuracy debuff

Gloom: Minor Neg Energy & Accuracy debuff

Life Drain: Moderate Negative Energy, heal self, Accuracy debuff

Smite: Moderate Smashing, Negative Energy, Accuracy debuff

Shadow Punch: Moderate Smashing, Negative Energy, Accuracy debuff

NEXUS 99
Lieutenant: Levels 15-21

Nexus 99 is a scientist who development a method of tapping into an alternate dimension power source and using it as a weapon. He's been imprisoned in the Zigursky prison on grand theft charges.

Powers/Abilities:

Explosive Blast: Moderate Smashing, Energy, Knockback, moderate range

Energy Torrent: AoE minor Energy, Smashing, Knockback, short range

Power Thrust: Minor Smashing, High Knockback

Power Blast: Moderate Smashing, Energy & Knockback

Power Bolt: Moderate Smashing, Energy & Knockback

Power Burst: High Smashing, Energy & Knockback

BLUNT TRAUMA
Lieutenant: Levels 15-21

Blunt Trauma is a mutant who has worked as heavy muscle for various villains in the past. He ended up in the Zig by Longbow for ripping apart a bank vault, but not before he took out an entire assault team.

Powers/Abilities:

Jab: Moderate Smashing & Stun

Super Leap

Hurl: Moderate Smashing & Knockback

Punch: Moderate Smashing & Knockback

Haymaker: High Smashing & Knockback

PROFESSOR ECHO
Lieutenant/Boss: Levels 15-21

Professor Echo has been a thorn in Dr. Aeon's side for some time. No one knows where he came from or what his purpose is, only that he's determined to thwart Dr. Aeon at every turn. This younger version of Professor Echo looks strangely familiar.

Powers/Abilities:

Escape: Teleport from battle

Protective Shield: High buff vs. Smashing, Lethal, Fire, Cold, Energy & Neg Energy, buff vs. Toxic & Endurance drains

Explosive Blast: Moderate Smashing, Energy, Knockback, moderate range

Energy Torrent: AoE minor Energy, Smashing, Knockback, short range

Power Thrust: Minor Smashing, High Knockback

Power Blast: Moderate Smashing, Energy & Knockback

Power Bolt: Moderate Smashing, Energy & Knockback

Power Burst: High Smashing, Energy & Knockback

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JOHNNY SONATA'S SOUL

Archvillain: Levels 35-41

Sold to a demon on a lonely winter night in exchange for fame, wealth, and power, Johnny Sonata's soul may be the last remnant of a different, better, person who might have been. Johnny might want his soul back, but Johnny's Soul might not want to return.

Powers/Abilities:

Dreadful Wail: Extreme Negative Energy, self drained of Endurance & Endurance Recovery

Flight

Howl: High damage, short range

Scream: Moderate DoT, Slow, Resistance debuff

Sonic Siphon: Resistance debuff

Shockwave: Moderate Lethal & Knockback

Sonic Dispersion: Sphere AoE, buff all Resistance except Psionic, buff vs. Immobilization, Disorient & Hold

Resistance: Resistance

Ethereal

Shout: High damage, Damage Resistance debuff

MOOKS

When former Governor Manuel Marcone was nabbed by Interpol, Guido 'the Mooch' Verandi decided to take over from his son, Emil. It seems Lord Recluse is content to see who wins this gang war, as he's issued no official proclamations as to who should succeed Manuel.

MOOK (MINION)

Minion: Levels 5-10

Powers/Abilities:

Brawl: Moderate Smashing

Revolver: High Lethal, short range

MOOK BLACKJACK

Minion: Levels 5-10

Powers/Abilities:

Brawl: Moderate Smashing

Blackjack: Minor Smashing, Stun

Revolver: High Lethal, short range

MOOK BUCKSHOT

Minion: Levels 10-15

Powers/Abilities:

Shotgun: Cone moderate Lethal & Knockback, short range

Kick: Moderate Smashing

Heavy Brawl: Heavy Smashing

MOOK GUNNER

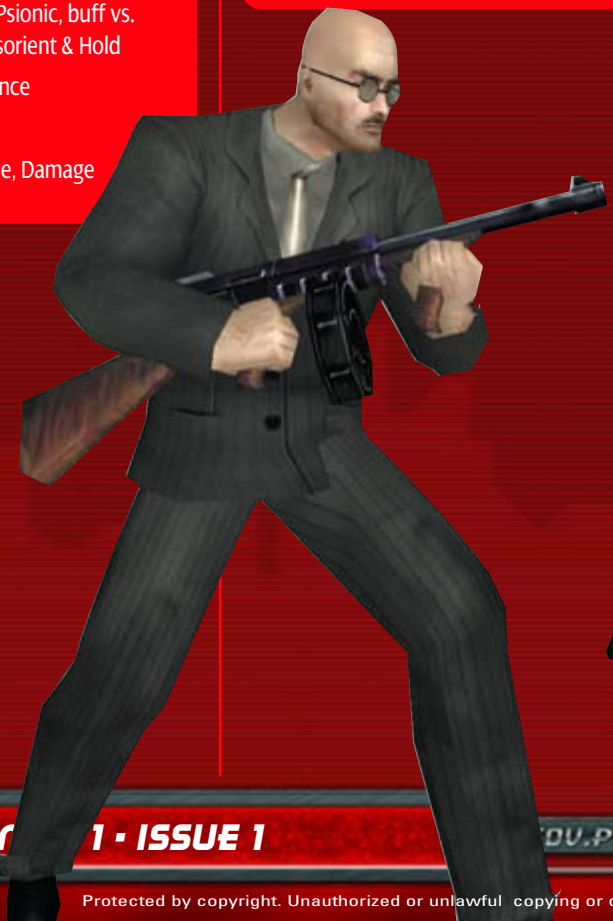
Minion: Levels 10-20

Powers/Abilities:

Burst (Tommy Gun): Minor Lethal, Defense debuff, long range

Rifle Butt: Moderate Smashing

Kick: Moderate Smashing, Knockback





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MOOK MUSCLE
Minion: Levels 10-20

Powers/Abilities:

Automatic Pistol: Moderate Lethal, moderate range

Boxing: Moderate Smashing, Stun

Kick: Moderate Smashing, Knockback

MOOK HITMAN
Lieutenant: Levels 5-20

Powers/Abilities:

Automatic Pistol: Moderate Lethal, moderate range

Heavy Brawl: Heavy Smashing

Snipe: Fire from a distance

Resistance: Taunt, Confuse, Terrorize

Sniper Rifle: Long range, moderate Lethal, Knockback

MOOK CAPO
Boss: Levels 5-20

Powers/Abilities:

Jab: Moderate Smashing & Stun

Burst (Tommy Gun): Minor Lethal, Defense debuff, long range

Punch: Moderate Smashing & Knockback

Full Auto (Tommy Gun): Moderate Lethal (DoT), Defense debuff, long

Haymaker: High Smashing & Knockback

Assault: Damage buff

BLOODY VICIOUS
Boss: Levels 6-12

Bloody Vicious is an elite enforcer for the Verandi Family on Port Oakes. While adopting an effete manner, he is quite a deadly combatant with his razor-sharp katana. He has often crossed paths with the Marcone Family.

Powers/Abilities:

Dull Pain: Self-heal

Katana Hack: High Lethal & Defense debuff

Shuriken: Moderate Lethal, short range

Reconstruction: Self-heal

Whirling Katana: PBAoE moderate Lethal

Katana Slash: High Lethal & Defense debuff

GUIDO "THE MOOCH" VERANDI
Boss: Levels 6-12

Guido 'The Mooch' Verandi is the head of the Verandi Family on Port Oakes. Typical of the Family, he is ruthless, efficient and deadly. He has often crossed paths with the Marcone Family.

Powers/Abilities:

Jab: Moderate Smashing & Stun

Burst (Tommy Gun): Minor Lethal, Defense debuff, moderate range

Punch: Moderate Smashing & Knockback

Full Auto (Tommy Gun): Moderate Lethal (DoT), Defense debuff, long range

Haymaker: High Smashing & Knockback

Assault: Damage buff

Frag Grenade: Minor Smashing, Lethal & Knockback

NERVA DEMONS
Minion: Levels 25-40

Where go the Circle of Thorns go the legions of Hell. These gibbering monstrosities seem to be waiting for...something.

Powers/Abilities:

Fire Ball: Moderate Fire & Smashing, moderate range

Fire Blast: Moderate Fire, moderate range

Healing Flames: Self heal

Fire Sword: Moderate Fire, moderate Lethal

Fire Breath: AoECone, moderate Fire, short range

Swipe: High Lethal, Fire, & Knockback

Resistance: Fire

Vulnerability: Cold

CALEB
Monster: Level 40

The legendary Caleb. You'd thought he was just a rumor-a tale told to frighten children by cruel parents. Yet here he is, brimming with infernal power and reeking of brimstone from the darkest depths of Hell.

Powers/Abilities:

Fire Ball: Moderate Fire & Smashing, moderate range

Healing Flames: Self heal

Fire Breath: AoECone, moderate Fire, short range

Swipe: High Lethal, Fire, & Knockback

Greater Fire Sword: Lethal, Fire (DoT)

Fire Blast: Moderate Fire, moderate range

Flash Stomp: PBAoE, moderate Fire & Knockback

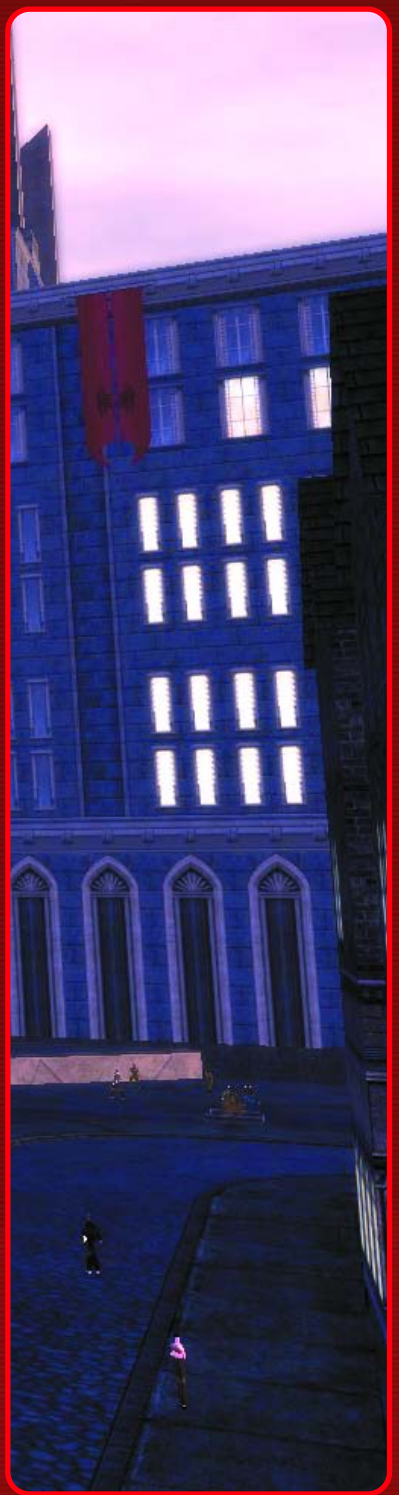
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Hellstrike: Extreme Fire, self drained of Endurance & Endurance Recovery

Resistance: Archvillain resistance



PARAGON HEROES

DOC QUANTUM

Boss: Levels 20-25

Doctor Quantum has used his scientific genius to develop a means of wielding quantum energies to defeat super-powered menaces.

Powers/Abilities:

Explosive Blast: Moderate Smashing, Energy, Knockback, moderate range

Power Blast: Moderate Smashing, Energy & Knockback

Power Bolt: Moderate Smashing, Energy & Knockback

Power Thrust: Minor Smashing, High Knockback

Energy Torrent: Moderate Smashing, Energy & Knockback

Power Burst: High Smashing, Energy & Knockback

Flight

MS. SHOCK

Boss: Levels 20-25

Ms. Shock is a mutant with the ability to store and discharge electrical energy. She uses her powers to counter super-powered threats.

Powers/Abilities:

Charged Bolts: Moderate Energy, End drain & slow recovery

Lightning Bolt: High Energy, End drain & slow recovery

Ball Lightning: High Energy, End drain & slow recovery

Charged Brawl: Minor Smashing & Energy

Havoc Punch: High Smashing ,Energy, Knockback, & Endurance drain

Tesla Cage: Minor Energy, Endurance drain, & Sleep, moderate range

Short Circuit: Moderate AoE Energy, Endurance debuff, negates Endurance Recovery, heavy damage vs. robots & mechanical

Flight

SKY DRAGON

Boss: Levels 26-30

Sky Dragon is master of a mystical martial art known only to a few Eastern sorcerers. He has come to Paragon city to defeat villainy in all its forms.

Powers/Abilities:

Thunder Kick: Moderate Smashing & Stun

Storm Kick: Minor Smashing

Shuriken: Moderate Lethal, moderate range

Cobra Strike: Minor Smashing, Stun

Crane Kick: High Smashing & Knockback

Exploding Shuriken: Moderate Lethal

Inner Focus: Buff vs. melee, ranged & AoE attacks, resist Confuse, see Invisible foes

Flight

OVERDRIVE

Boss: Levels 21-40

Overdrive is a high-energy physics engineer who developed a combat suit to battle villains who threaten the safety of the free world.

Powers/Abilities:

Temp Invulnerability: Very high Smashing & Lethal resistance

Bone Smasher: High Energy, Smashing, & Stun

Energy Punch: Moderate Smashing, Energy & Stun

Barrage: Minor Smashing, Energy, & Stun

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Energy Torrent: AoE minor Energy, Smashing, Knockback, short range

Resistance: Lethal, Smashing, Energy, Fire, Cold

Whirling Hands: Moderate Smashing, Energy, Stun

Laser Beam Eyes: Moderate Energy & Knockback

Unyielding: Resist buffs to Knockback, Sleep, Hold, Immobilize, Disorient, Fire, Cold, Energy & Negative Energy, more likely to be hit

Flight

BLAST FURNACE

Boss: Levels 31-40

Blast Furnace is a mutant who can cause his body to burst into flame. Somewhat uncontrollable, he has taken to wearing armor to contain his awesome energies.

Powers/Abilities:

Fire Smash: Moderate Smashing & Fire

Fire Shield: Resists Smashing, Lethal, Fire, Cold

Fire Sword: Moderate Lethal & Fire

Scorch: Moderate Fire

Fire Breath: Moderate Fire

Resistance: Lethal, Smashing, Energy, Fire, Cold

Fire Sword Slice: Moderate Lethal & Fire, Def debuff

Incinerate: Minor Fire

Combustion: Pale sphere minor Fire

Healing Flames: Heal self

Fire Sword Circle: Moderate Lethal & Fire in circle AoE

Flight

CACOPHONY

Boss: Levels 41-54

Cacophony was a singer whose mutants powers manifested during an opera performance, causing untold mayhem and destruction. Since then she has managed to harness her powers for good.

Powers/Abilities:

Sonic Barrier: Ally defense buffs vs. Smashing, Lethal & Sonic

Howl: High damage, short range

Scream: Moderate DoT, Slow, Resistance debuff

Sonic Siphon: Resistance debuff

Shockwave: Moderate Lethal & Knockback

Shriek: Moderate dmg, Resistance debuff, Slow

Liquefy: Knockback, Accuracy & Defense debuff

Screech: Minor dmg, Stun

Dreadful Wail: Extreme Negative Energy, self drained of Endurance & Endurance Recovery

Flight

HOLO MAN

Boss: Levels 41-54

Holo Man is an ingenious inventor who developed a portable holograph and force field projector technology in hopes of becoming wealthy off the entertainment industry. When the Rikti War came, he instead used it to fight off the alien invaders, and has turned to the life of a hero since then.

Powers/Abilities:

Detention Field: Invincible, Immobilize

Dispersion Bubble: Defense buff, all attacks

Phantasm: Spawn energy ally

Phantom Army: Spawn phantom heroes that do illusory damage

Energy Torrent: AoE minor Energy, Smashing, Knockback, short range

Force Bolt: Moderate Smashing & Knockback

Spectral Terror: Terrify

Deflection Shield: Ally buff vs. Smashing, Lethal & Toxic

Repulsion Bomb: High Knockback, Stun

Flight

ROGUE ARACHNOS

FORTUNATAS

ROGUE FORTUNATA

Fortunatas are female Arachnos agents gifted with psychic powers. Those with aggressive abilities are tasked with taking down super-types-who often have little resistance to their deadly abilities.

Minion: Levels 34-54

Powers/Abilities:

Mental Blast: Moderate Psionic & Slow

Psionic Lance: Long range, accurate, Extreme Psionic dmg, Slow

Mental Training: Resistance

ROGUE FORTUNATA MISTRESS

Boss: Levels 30-54

The most powerful of the Fortunats are the Mistresses. These rare few have mastered numerous psychic abilities and risen to the top of Lord Recluse's beautiful Black Widows.

Powers/Abilities:

Telekinetic Blast: Moderate Smashing, Psionic & Knockback

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Psychic Scream: Moderate Psionic

Mind Link: (AoE) Accuracy & Perception buff, resist Confusion

Will Domination: Moderate Psionic, high Sleep

Scramble Thoughts: Minor Psionic, moderate Stun

Psychic Wail: High Psionic & Stun

CRAB SPIDERS

Crab Spiders function much like SWAT teams in other cities, and are dispatched to deal with high-level threats like super-types. They're equipped with full body armor, larger weapons, and a set of mechanical spider arms that turn them into death-dealing machines.

ROGUE CRAB SPIDER SLICER

Minion: Levels 31-54

Powers/Abilities:

Resistance: Resistance

Longfang: Moderate Lethal, Defense debuff

Slice: Moderate Lethal

ROGUE CRAB SPIDER LONGFANG

Lieutenant: Levels 26-54

Powers/Abilities:

Resistance: Resistance

Suppression: Energy dmg, multiple targets

Slice: Moderate Lethal

ROGUE CRAB SPIDER WEBMASTER

Boss: Levels 21-54

Powers/Abilities:

Resistance: Resistance

Suppression: Energy dmg, multiple targets

Slice: Moderate Lethal

Arm Lash: Superior Slashing, arc AoE

Wide Area Web Grenade: Moderate Immobilize, Slow

MU

ROGUE MU STRIKER

Minion: Levels 15-20, 34-54

Strikers are descendents of the long-lost Mu, drafted into Arachnos service to fight both mystic heroes and the troublesome Circle of Thorns.

Powers/Abilities:

Lightning Bolt: High Energy & Endurance drain, moderate range

Resistance: Resistance

Lightning Blast: Extreme Energy dmg, accurate, Endurance debuff

ROGUE MU ADEPT

Lieutenant: Levels 15-20, 34-54

The most gifted Mu Strikers are given far more than promotions and new uniforms-they are given eldritch secrets to unlock their inner powers. As long as they continue to use them in Arachnos' service, of course.

Powers/Abilities:

Lightning Bolt: High Energy & Endurance drain, moderate range

Cage of Lightning: Minor Energy, Stun, Hold, moderate range

Flight

Lightning Armor: Resist Fire, Cold, Energy & Negative Energy

Resistance: Resistance

Static Discharge: Moderate Energy (AoE), Endurance debuff

Lightning Blast: Extreme Energy dmg, accurate, Endurance debuff

Shocking Bolt: Energy, Hold

ROGUE MU GUARDIAN

Boss: Levels 15-20, 34-39

Mu Guardians pulse with the blood of their slaughtered ancestors in their veins. They have read unholy tomes, visited other planes of existence, and performed dark sacrifices too terrible to mention to become masters of the mystic arts.

Powers/Abilities:

Lightning Bolt: High Energy & Endurance drain, moderate range

Ball Lightning: High Energy, End drain & slow recovery

Static Discharge: Moderate Energy (AoE), Endurance debuff

Sentinel of Lightning: Continuous moderate Energy dmg to nearby foes, follows Guardian, can fly

EM Pulse: Severe Endurance & HP debuff, Hold, high Energy dmg vs. machines

Shocking Bolt: Energy, Hold

Touch of the Storm: Heal other

Flight

Lightning Armor: Resist Fire, Cold, Energy & Negative Energy

Resistance: Resistance

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ROGUE SPIDERLING
Small: Levels 30-35

These attack drones are used to soften up super-powered targets. Arachnos considers them very expendable, and uses them to record and monitor a threat's abilities before more expensive troops-such as Tarantulas or Fortunatas-are deployed.

Powers/Abilities:

Power Jumping

Claw: Moderate Lethal

Full Auto: Superior Lethal (DoT)

Chain Gun: Minor Lethal, moderate range

Resistance: Lethal, Smashing, Energy, Fire, Cold

TARANTUALAS

The Tarantula Exoskeleton Armor was developed by an Orb Weaver cell named Weaver One. It grants the user incredible strength and wires him directly to his weapons systems. Rumor is that the pilot must undergo a terrible treatment of some sort to properly graft with the suit.

ROGUE TARANTULA
Minion: Levels 29-54

Powers/Abilities:

Venom Bolt: Moderate Smashing & Toxic (DoT)

Venom Burst: Moderate Lethal & Toxic (DoT)

Claw Pierce: Moderate Lethal

Claw Shred: Moderate Slashing

Armored Exoskeleton: Resistance

ROGUE FIRE TARANTULA
Minion: Levels 29-54

Powers/Abilities:

Plasma Cannon: Extreme Fire DoT, medium range

Armored Exoskeleton: Resistance

Burning Claws: Moderate Lethal & Fire

ROGUE TARANTULA MISTRESS
Lieutenant: Levels 29-54

A rare few Fortunatas volunteer for the Tarantula program. Those who survive integration with the machine are truly terrors to behold. Their specially-designed suits greatly amplify their psychic abilities, allowing them to to not only communicate the next few seconds of time to their allies, but also to distort reality for their foes as well.

Powers/Abilities:

Telekinetic Blast: Moderate Smashing, Psionic & Knockback

Psychic Scream: Moderate Psionic

Mental Blast: Moderate Psionic & Slow

Armored Exoskeleton: Resistance

Claw Pierce: Moderate Lethal

Claw Shred: Moderate Slashing

Mental Scramble: Severe Accuracy, Defense & Perception debuff

Mind Link: (AoE) Accuracy & Perception buff, resist Confusion

Will Domination: Moderate Psionic, high Sleep

ROGUE TOXIC TARANTULA
Boss: Levels 29-54

Powers/Abilities:

Cocoon: Hold

Venom Burst: Moderate dmg, Defense debuff, Slow

Armored Exoskeleton: Resistance

Claw Pierce: Moderate Lethal

Toxic Claws: Moderate Slashing

Web Spitter: Hold, Slow

ROGUE TARANTULA QUEEN
Boss: Levels 29-54

What terrible process pushes a woman to become one of these unholy terrors is a subject of much speculation. What is known is that their suits are little different from Tarantula Mistresses. Instead, it seems the user somehow suffers the upgrade. Tarantula Queens are all incredibly powerful, but also quite mad.

Powers/Abilities:

Telekinetic Blast: Moderate Smashing, Psionic & Knockback

Psychic Scream: Moderate Psionic

Mind Link: (AoE) Accuracy & Perception buff, resist Confusion

Will Domination: Moderate Psionic, high Sleep

Scramble Thoughts: Minor Psionic, moderate Stun

Claw Pierce: Moderate Lethal

Total Domination: AoE sphere, Immobilize, moderate range

Claw Shred: Moderate Slashing

Armored Exoskeleton: Resistance

Psychic Wail: High Psionic & Stun



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SCRAPYARDERS

WORKERS

These poor chumps think they've got a chance against the Cage Consortium. Sure they're working conditions are atrocious. If most of them weren't former criminals and other troublemakers maybe they could have found better jobs in St. Martial or Grandeville instead of this dump.

ENRAGED MINER
Minion: Levels 20-30

Powers/Abilities:

Sledgehammer: High Smashing & Knockback

Pick Axe: High Lethal & Defense debuff

Shovel: High Smashing, Stun

Scrap: Moderate Smashing

ENRAGED DOCKWORKER
Minion: Levels 20-26

These dockworkers are upset about the working conditions the Family are putting them through and have decided to take up arms against it.

Powers/Abilities:

Sledgehammer: High Smashing & Knockback

Scrap: Moderate Smashing

DEMOLITIONIST
Lieutenant: Levels 20-30

Powers/Abilities:

Dynamite: Minor Smashing, Knockback, Stun

Fire Bomb: Moderate Smashing, Lethal & Fire

Jackhammer: Smashing, Defense debuff

CRAZED DEMOLITIONIST
Pet: Levels 20-30

Powers/Abilities:

Kamikaze: PBAoE, high Energy

Resistance: Resistance

FOREMAN
Boss: Levels 20-30

Powers/Abilities:

Dynamite: Minor Smashing, Knockback, Stun

Summon Miner: Spawns 1-2 Miners

Assault: Damage Buff

Hurl: Moderate Smashing & Knockback

Punch: Moderate Smashing & Knockback

Haymaker: High Smashing & Knockback

GHOST OF SCRAPYARD
Monster: Level 30

Now this is disturbing. Captain Mako tore this guy to pieces years ago, yet here he stands, smashing everything in his way with his spectral hammer. You really hope every cape who has felt your wrath doesn't pull this poltergeist routine. It'll be a busy decade if they do.

Powers/Abilities:

Fissure: Moderate Smashing AoE, Knockback

Spirit Wrack: Moderate Negative Energy, Accuracy debuff

Resistance: Archvillain resistance

Wave of Shadows: Cone AoE, Moderate Neg Energy, Accuracy debuff

Maul: Moderate Smashing & Neg Energy, Disorient

SEA WITCH
Boss: Levels 6-12, 15-26

The Sea Witch is a hero from the Rogue Isles possessing elemental powers of the storm. She has been causing problems for the villains of the Rogue Isles for many years, including the destruction of many Family smuggling vessels including the Carpe Diem.

Powers/Abilities:

Havoc Punch: High Smashing ,Energy, Knockback, & Endurance drain

Lightning Bolt: High Energy, Endurance drain, moderate range

Flight

Ball Lightning: AoE, minor Energy, Endurance drain, moderate range

Gale: Cone AoE, Minor Smashing, Knockback

Static Discharge: Moderate Energy (AoE), Endurance debuff

Hurricane: PBAoE, minor Accuracy debuff & Knockback

Thunder Clap: PBAoE sphere Stun

Lightning Storm: Summon storm

Thunder Strike: Very high Smashing, Stun

Resistance: Archvillain resistance

Tornado: Knockup, Disorient, Defense debuff, Panic

SECURITY GUARDS

PRIVATE SECURITY GUARD
Minion: Levels 1-40

Powers/Abilities:

Brawl: Moderate Smashing

Pistol: Moderate Lethal, moderate range

Heavy Pistol: High Lethal, Knockback, moderate range

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Riot Baton: Moderate Smashing, Stun

Burst (SMG, Adv SMG): Minor Lethal, Defense debuff, moderate range

Butt (Adv SMG, AR): Moderate Smashing

Single Shot (AR): Long range, accurate, High Lethal, Knockback

PRIVATE SECURITY OFFICER

Lieutenant: Levels 1-40

Powers/Abilities:

Brawl: Moderate Smashing

Burst (SMG, Adv SMG): Minor Lethal, Defense debuff, moderate range

Tactics: Accuracy & Perception buff, resist Confuse

Shotgun: AoE cone, moderate Lethal, Knockback, short range

Riot Baton: Moderate Smashing, Stun

Single Shot (AR): Long range, accurate, High Lethal, Knockback

Butt (AR): Moderate Smashing

Frag Grenade: Minor Smashing, Lethal & Knockback

PRIVATE SECURITY CAPTAIN

Boss: Levels 1-40

Powers/Abilities:

Shotgun: AoE cone, moderate Lethal, Knockback, short range

Frag Grenade: Minor Smashing, Lethal & Knockback

Assault: AoE Damage buff (self & allies)

Maneuvers: AoE Defense buff (self & allies)

Burst (Adv SMG): Minor Lethal, Defense debuff, moderate range

Single Shot (AR): Long range, accurate, High Lethal, Knockback

Spray Lead (Adv SMG): Moderate Lethal, Defense debuff

Short Burst (Adv SMG): Heavy Lethal, Accuracy buff, slow reload

Auto Fire (Adv SMG): Heavy Lethal, Accuracy buff, slow reload

SHIVAN

SHIVAN (MINION)

Minion: Levels 15-25

These horrible things are an amalgamation of human corpses and some sort of weird sentient goo from beyond the stars. Some claim a mysterious interplanetary intelligence thought destroyed in the 1950s is the source of the Shivans, but if such a creature existed, 'Shiva', the Hindu name for the 'Destroyer of Worlds', was kept secret by the governments of earth.

Powers/Abilities:

Contaminated Strike: Moderate Energy & Smashing, Knockback, Defense debuff

Neutrino Bolt: Minor Energy & Def debuff

Resistance: Resistance

SHIVAN SMASHERS

Lieutenant: Levels 15-25

Smashers are larger versions of the Shivans seen all over Bloody Bay. How the beings formed from the bones of the dead is a complete mystery.

Powers/Abilities:

Contaminated Strike: Moderate Energy & Smashing, Knockback, Defense debuff

Neutrino Bolt: Minor Energy & Def debuff

Radioactive Smash: Heavy Energy & Smashing, Disorient, Knockback, negate Flight, Defense debuff

X-Ray Beam: Moderate Energy & Def debuff

Resistance: Resistance

SHIVAN DESTROYER

Boss: Levels 15-25

The largest of the Shivans are the Destroyers. They seem little more than ectoplasmic jumbles of destruction and hate.

Powers/Abilities:

Radioactive Smash: Heavy Energy & Smashing, Disorient, Knockback, negate Flight, Defense debuff

X-Ray Beam: Moderate Energy & Def debuff

Contaminated Strike: Moderate Energy & Smashing, Knockback, Defense debuff

Neutron Bomb: Moderate Energy & Def debuff

Electron Haze: AoE cone moderate Energy, Knockback, & Defense debuff, moderate range

Resistance: Resistance

SHIVAN DECIMATOR

Pet/Boss: Levels 15-25

This Decimator seems to pulse with ectoplasmic destruction and hate. Its grotesque form and radiant energy makes your skin crawl.

Powers/Abilities:

Radioactive Smash: Heavy Energy & Smashing, Disorient, Knockback, negate Flight, Defense debuff

X-Ray Beam: Moderate Energy & Def debuff

Contaminated Strike: Moderate Energy & Smashing, Knockback, Defense debuff

Neutron Bomb: Moderate Energy & Def debuff

Electron Haze: AoE cone moderate Energy, Knockback, & Defense debuff, moderate range

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Cosmic Burst: High Energy, Stun & Def debuff

Irradiate: Minor Energy & very high Def debuff

Resistance: Resistance

SIREN'S CALL PHANTOM

Minion/Lieutenant/Boss: Levels 20-30

The Soul Storm has drawn in the most vile spirits of the nether realms to haunt this island!

Powers/Abilities:

Scream: Moderate DoT, Slow, Resistance debuff

Shriek: Moderate dmg, Resistance debuff, Slow

Ethereal

Shout: High damage, Damage Resistance debuff

Howl: High damage, short range

Siren's Song: Minor dmg, Sleep

Shockwave: Moderate Lethal & Knockback



SLAG GOLEMS

What strange forces gave life to these heaps of cast-off metal? There are those who say they are guardians of this island, born to stop the Cage Consortium's rampant destruction. Beware their incredible strength and near-indestructible hides.

SLAG HEAP

Minion: Levels 20-30

Powers/Abilities:

Resistance: Slag Golem resistance

Slash: High Lethal, Defense debuff

Hurl Debris: Moderate Smashing & Knockback

SLAG PILE

Lieutenant: Levels 20-30

Powers/Abilities:

Resistance: Slag Golem resistance

Slash: High Lethal, Defense debuff

Foot Stomp: Moderate Smashing & Knockback

Hurl Debris: Moderate Smashing & Knockback

SLAG GOLEM

Boss: Levels 20-30

Powers/Abilities:

Resistance: Slag Golem resistance

Slash: High Lethal, Defense debuff

Foot Stomp: Moderate Smashing & Knockback

Hurl Debris: Moderate Smashing & Knockback

Fissure: Knockup, Disorient

Smash: Moderate Smashing & Knockback

SNAKES

Rumor has it that that Snakes are what's left of the long-vanished Children of Enos, the Mu cult that originally discovered the Rogue Isles. Or perhaps they were here before the Children fled the French authorities, and gobbled up the unfortunate refugees who tried to hide here on Mercy Island.

VIPERS

Minions: Levels 1-19

VIPER CLAW

Powers/Abilities:

Resistance: Toxic

Vulnerable: Cold

Swipe: Moderate Lethal

Throwing Dagger: Minor Lethal, short range

Quick: Speed buff

VIPER BLADE

Powers/Abilities:

Resistance: Toxic

Vulnerable: Cold

Dagger: Minor Lethal

Throwing Dagger: Minor Lethal, short range

Quick: Speed buff

VIPER FANG

Powers/Abilities:

Resistance: Toxic

Vulnerable: Cold

Bite: Minor Lethal

Poison Bite: Minor Lethal, Toxic (DoT)

Throwing Dagger: Minor Lethal, short range

Quick: Speed buff

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MAMBAS
Lieutenants: Levels 1-19

MAMBA BLADE

Powers/Abilities:

Resistance: Toxic

Vulnerable: Cold

Throwing Dagger: Minor Lethal, short range

Venomous Spit: Toxic (DoT)

Quick: Speed buff

Regenerate: Self-heal

MAMBA FANG

Powers/Abilities:

Resistance: Toxic

Vulnerable: Cold

Bite: Minor Lethal

Poison Bite: Minor Lethal, Toxic (DoT)

Throwing Dagger: Minor Lethal, short range

Venomous Spit: Toxic (DoT)

Quick: Speed buff

Regenerate: Self-heal

COBRA
Boss: Levels 1-19

Powers/Abilities:

Resistance: Toxic

Vulnerable: Cold

Brawl: Moderate Smashing, Toxic (DoT)

Venomous Spray: Toxic (DoT)

Slice: Moderate Lethal, Def debuff

Slash: Moderate Lethal, Def debuff

Mesmerize: Moderate Psionic & Sleep

Venomous Spit: Toxic (DoT)

Quick: Speed buff

Regenerate: Self-heal

SPECTRAL PIRATES

NIGHT HAUNT
Minion: Levels 5-15

Over the years, pirates and other sailors came to the isle and were slain by the ghosts of Port Oakes. Their souls are added to this ghastly crew, which continues to grow to this very day. Beware the Night Haunt's touch, for their spectral sabers can cut flesh as well as any physical blade.

Powers/Abilities:

Flight

Ghastly Blast: Moderate Negative Energy, Accuracy debuff

Resistance: Resistance

Ethereal

Scimitar: High Lethal & Negative Energy, Defense debuff

NIGHT TERROR
Lieutenant: Levels 5-15

These ghosts look vaguely like ethereal French soldiers in their dress, but most of this is obscured by their transparent nature. Their faces are wide-eyed, while their mouths cycle constantly through a litany of screams and curses. Their hands and arms are pale red, stained with the life-force of the hundreds they've slain.

Powers/Abilities:

Flight

Ghastly Blast: Moderate Negative Energy, Accuracy debuff

Resistance: Resistance

Ethereal

Rapier Stab: Moderate Lethal & Def debuff

Rapier Parry: Moderate Lethal & Def buff

Life Drain: Moderate Negative Energy, heal self, Accuracy debuff

RED HAND
Boss: Levels 5-15

In 1717, these unfortunate French soldiers were slain by Captain Blackbeard and his bloodthirsty crew. They haunt the old fort now, slaying all those who approach their spectral domain and turning them into Night Haunts. The more powerful of their victims become Night Terrors.

Powers/Abilities:

Flight

Ghastly Blast: Moderate Negative Energy, Accuracy debuff

Resistance: Resistance

Ethereal

Rapier Stab: Moderate Lethal & Def debuff

Rapier Parry: Moderate Lethal & Def buff

Life Drain: Moderate Negative Energy, heal self, Accuracy debuff

Necroplasmic Grasp: Negative Energy, Hold

RED TERROR
Boss: Levels 10-15

Powers/Abilities:

Flight

Ghastly Blast: Moderate Negative Energy, Accuracy debuff

Resistance: Resistance

Ethereal

Rapier Stab: Moderate Lethal & Def debuff

Rapier Parry: Moderate Lethal & Def buff

Life Drain: Moderate Negative Energy, heal self, Accuracy debuff

Necroplasmic Grasp: Negative Energy, Hold

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Whirling Sword: Moderate Lethal & Def debuff

Slice: Moderate Lethal, Def debuff

GHOST TRAP
Boss: Levels 10-15

Powers/Abilities:

Assimilation Overload: Releases ectoplasm when limit is exceeded

Ectoplasmic Containment: Creates containment field

Stectrographic Assimilator: Captures ectoplasm of defeated ghosts

GHOST SON
Boss: Levels 6-12

This recently-dead phantom claims to be on Arachnos' side, but there are serious questions about his loyalty.

Powers/Abilities:

Flight

Ghastly Blast: Moderate Negative Energy, Accuracy debuff

Resistance: Resistance

Ethereal

Life Drain: Moderate Negative Energy, heal self, Accuracy debuff

Necroplasmic Grasp: Negative Energy, Hold

Smite: Minor Smashing, Negative Energy, Accuracy debuff

Shadow Punch: Moderate Smashing & Neg Energy

SPETSNAZ COMMANDOS

The Spetsnaz are Russian special forces soldiers. They are experts in close-combat and conventional weapons, and have a reputation for ruthlessness.

RYADOVOI
Minion: Levels 10-16

Powers/Abilities:

Automatic Pistol: Moderate Lethal, moderate range

Brawl: Moderate Smashing

EFREITOR
Lieutenant: Levels 10-16

Powers/Abilities:

Brawl: Moderate Smashing

Rifle Butt: Moderate Smashing

Frag Grenade: Minor Smashing, Lethal & Knockback

Adv Assault Rifle Burst: High Lethal, Knockback, Def buff

SERZHANT
Boss: Levels 10-16

Powers/Abilities:

Chain Gun Heavy Burst: Heavy Lethal (DoT)

Brawl: Moderate Smashing

Rifle Butt: Moderate Smashing

Frag Grenade: Minor Smashing, Lethal & Knockback

Chain Gun Short Burst: Moderate Lethal (DoT), Defense debuff

TSOO

RED INK MEN
Minion: Levels 30-40

The enchanted inks used in Tsoo tattoos grant these soldiers special powers. The red ink empowers the Tsoo with the ability to drain the strength and energy from a victim and add it to his own. Red Ink Men are masters of using an opponent's strengths again him.

SERPENT RED INK MAN

Powers/Abilities:

Brawl: Moderate Smashing

Sai: Moderate Lethal & Accuracy debuff

Shuriken: Moderate Lethal, short range

Siphon Speed: Slow target, Speed self

Siphon Power: Damage debuff, all types

Super Leap

Hi Resistance: Poison

Poison Dart: Minor Lethal, slow regeneration, Sleep

Thunder Kick: Moderate Smashing & Stun

EAGLE RED INK MAN

Powers/Abilities:

Brawl: Moderate Smashing

Kama: Moderate Lethal & Accuracy debuff

Bow: High Lethal, moderate range

Siphon Speed: Slow target, Speed self

Siphon Power: Damage debuff, all types

Super Leap

Hi Resistance: Poison

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Poison Dart: Minor Lethal, slow regeneration, Sleep

Thunder Kick: Moderate Smashing & Stun

TIGER RED INK MAN

Powers/Abilities:

Brawl: Moderate Smashing

Claws: Moderate Lethal

Shuriken: Moderate Lethal, short range

Siphon Speed: Slow target, Speed self

Siphon Power: Damage debuff, all types

Super Leap

Hi Resistance: Poison

Poison Dart: Minor Lethal, slow regeneration, Sleep

Thunder Kick: Moderate Smashing & Stun

DRAGON RED INK MAN

Powers/Abilities:

Brawl: Moderate Smashing

Slash: High Lethal, Defense debuff

Hack: Moderate Lethal, Defense debuff

Shuriken: Moderate Lethal, short range

Siphon Speed: Slow target, Speed self

Siphon Power: Damage debuff, all types

Super Leap

Hi Resistance: Poison

Poison Dart: Minor Lethal, slow regeneration, Sleep

Thunder Kick: Moderate Smashing & Stun

SORCERER

Lieutenant: Levels 30-40

The Tsoo sorcerers are the most in touch with the Ancestor Spirits that provide the Tsoo their magic and power. They have a wide variety of powers that allow them to either attack whole groups of enemies or aid large numbers of friends, making them potent support players in any fight.

Powers/Abilities:

Brawl: Moderate Smashing

Petrifying Gaze: Hold, moderate range

Darkest Night: High Accuracy & Damage debuff, all Damage types

Teleport

Chill of the Night: PBAoE minor Negative Energy & Accuracy debuff

Hurricane: PBAoE Accuracy debuff & Knockback

O2 Boost: Self-heal, buff vs. Sleep, Immobilize, Confuse & Stun

ANCESTOR SPIRIT

Lieutenant: Levels 30-40

The monstrous Ancestor Spirits are physical manifestations of the long-dead Tsoo progenitors. They're incredibly strong and tough in combat, but they're also wily. They have the ability to become intangible at will, making them slippery opponents to pin down in a fight.

Powers/Abilities:

Handclap: PBAoE Stun & Knockback

Punch: Moderate Smashing & Knockback

Haymaker: High Smashing & Knockback

Resistance: Sleep, Fear, Slow, Hold

Ethereal

Flight

Knockout Blow: Heavy Smashing, Hold

COPPER SERPENT

Boss: Levels 30-40

Members of the Copper Serpent Order suffuse their bodies with toxins to utilize their deadly poison-based martial art. Masters of the style gain the dreaded Body Fang ability, and can create poison thorns on their skin at will.

Powers/Abilities:

Barb Swipe: Moderate Lethal, Slow, Immobilize, Toxic (DoT)

Lunge: Moderate Lethal, Slow, Immobilize, Toxic (DoT)

Spine Throwing: AoE cone, moderate Lethal, Slow, Immobilize, short range, Toxic (DoT)

Impale: Moderate Lethal, Slow, Immobilize, short range, Toxic (DoT)

Super Leap

Hi Resistance: Toxic

Ripper: High Lethal, Knockback, Immobilize

FAR FIRE

Boss: Levels 30-40

The Far Fire style utilizes the Tsoo's internal energy to burn the very air. Far Fire masters can hurl flame at enemies to burn, blind, or entrap them.

Powers/Abilities:

Flares: Moderate Fire, moderate range

Fire Katana Hack: High Lethal, Fire, Defense debuff

Fire Katana Slash: High Lethal, Fire, Defense debuff

Flashfire: AoE minor Fire, Stun, moderate range

Ring of Fire: Minor Fire, Immobilize, moderate range

Super Leap

Hi Resistance: Poison

Fire Breath: AoE cone moderate Fire, short range

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CRESCENT

Boss: Levels 30-40

Masters of the Crescent style have learned to tap into the very power of the universe itself and focus it through their own bodies. This power enhances their strength and allows them to alter reality around their foes.

Powers/Abilities:

Crane Kick: High Smashing, Knockback

Crush: Moderate Smashing, Immobilize, Slow, moderate range

Gravity Distortion: Hold, moderate range

Propel: High Smashing, Knockback, moderate range

Cobra Strike: Minor Smashing, Stun

Eagles Claw: High Smashing, Stun, Lethal

Super Leap

Hi Resistance: Poison

Crippling Axe Kick: Moderate Smashing, Immobilize, Slow

HERALD

Boss: Levels 30-40

The masters called Heralds have sharpened their mental focus to a deadly weapon. They can use the power of their will to render their enemies helpless before their weapons.

Powers/Abilities:

Mesmerize: Moderate Psionic, Sleep, long range

Kama: Moderate Lethal, Accuracy debuff

Dominate: Hold, moderate range

Sai: Moderate Lethal, buff Defense

Super Leap

Hi Resistance: Poison

Terrify: Cone AoE, Minor Psionic

SKY FALL

Boss: Levels 30-40

The Sky Fall technique requires incredible internal power to master. Those who have attained it become elemental forces empowered with the might of the storm.

Powers/Abilities:

Bow: High Lethal, moderate ranged

Katana Hack: High Lethal, Defense debuff

Thunder Clap: PBAoE sphere Stun

Lightning Storm: Summon storm

Thunder Strike: Very high Smashing, Stun

Katana Slice: High Lethal, Defense debuff

Lightning Clap: PBAoE, Stun, Knockback

Whirling Katana: High Lethal, Defense debuff

Katana Slash: High Lethal, Defense debuff

Snow Storm: AoE Slow, moderate range

Hurricane: PBAoE Accuracy debuff, Knockback

Super Leap

Hi Resistance: Poison

VAHZILOK

FACES

Some people will do anything for beauty. And then there are the Faces. Star patients of the Facemaker, they've learned the secrets of the Vahzilok and now will do anything they can to make themselves beautiful.

FACE REAPER

Minion: Levels 10-16

Powers/Abilities:

Cleaver: High Lethal

Bone Saw: Moderate Lethal

Dart Gun: High Negative Energy, Slow, short range

FACE HARVESTER

Lieutenant: Levels 10-16

Powers/Abilities:

Cleaver: High Lethal

Bone Saw: Moderate Lethal

Dart Gun: High Negative Energy, Slow, short range

Resurrect Zombie: Revive fallen Cadaver/Abomination

THE FACEMAKER

Boss: Levels 10-16

The woman called the Facemaker was once a disciple of Dr. Vahzilok in Paragon City. She still admires the mad doctor's work, but decided to strike out on her own to pursue her own amoral vision of life and beauty.

Powers/Abilities:

Whirling Bone Saw: Moderate Lethal, circle AoE

Resurrect Zombie: Revive fallen Cadaver/Abomination

Rapid-Fire Dart Gun: High Negative Energy, Slow, short range

Bone Saw Slice: Moderate Lethal

Venomous Spray: Toxic (DoT)

Dart Gun: High Negative Energy, Slow, short range

Bone Saw Hack: Moderate Lethal

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VINDICATORS

MS. LIBERTY
Archvillain: Level 54

It's Ms. Liberty!

Powers/Abilities:

Resistance: Archvillain resistance

VALKYRIE
Archvillain: Level 54

It's Valkyrie!

Powers/Abilities:

Resistance: Archvillain resistance

MYNX
Boss/Archvillain: Levels 30-52

Katherine Stevens was a young college student who was transformed against her will by cruel Crey experimentation. After escaping from Crey, she was discovered on the streets by Synapse of the Freedom Phalanx, who helped her regain control and recover her memory. Now she uses her superhuman reflexes and implanted battle claws to hunt crime in the urban jungle of Paragon City.

Powers/Abilities:

Resistance: Archvillain resistance

MALAISE
Archvillain: Level 54

It's Malaise!

Powers/Abilities:

Resistance: Archvillain resistance

LUMINARY
Boss/Archvillain: Levels 30-52

The current Luminary is an android built by Positron to replace the original Luminary, who retired in 1995. Far from being a cold machine, Luminary has developed a strong personality under the watchful gaze of the android Citadel of the Freedom Phalanx. Armed with powerful energy blasts, Luminary has become a shining symbol of heroism and progress for Paragon City.

Powers/Abilities:

Resistance: Archvillain resistance

Flight

Energy Punch: Moderate Smashing, Energy & Stun

Explosive Blast: Moderate Smashing, Energy, Knockback, moderate range

Energy Torrent: Moderate Smashing, Energy & Knockback

Power Thrust: Minor Smashing, High Knockback

Power Bolt: Moderate Smashing, Energy & Knockback

Power Burst: High Smashing, Energy & Knockback

Bone Smasher: High Energy, Smashing, & Stun

Power Blast: Moderate Smashing, Energy & Knockback

Nova: Very high Energy, moderate Smashing & Knockback

AURORA BOREALIS
Boss/Archvillain: Levels 30-52

Before the Rikti War, Aurora Scott was just a fledgling hero doing her best for the city she loved. Afterward, she was something else entirely. Aurora played host to Sister Psyche's mind after the Freedom Phalanx heroine was injured in the war. After gladly sacrificing her autonomy so that Sister Psyche could continue to serve, Aurora's just now returning to her own life. And she's got a few bones to pick with the villains who flourished in her absence.

Powers/Abilities:

Resistance: Archvillain resistance

Flight

Telekinetic Blast: Moderate Smashing, Psionic & Knockback

Psychic Scream: Moderate Psionic

Light Torrent: Cone AoE, Moderate Energy, Knockback

Will Domination: Moderate Psionic, high Sleep

Subdue: High Psionic, moderate Immobilize & Smashing

Light Explosion: Circle AoE, Moderate Energy

Scramble Thoughts: Minor Psionic, moderate Stun

Psychic Wail: High Psionic & Stun

SWAN
Archvillain: Level 54

It's Swan!

Powers/Abilities:

Resistance: Archvillain resistance

INFERNAL
Boss/Archvillain: Levels 15-21, 35-41

A master of demon binding and summoning from another dimension, Infernal's boundless willpower allows him to control the many fiends he has forced into his service. As a member of the Vindicators, he often assists Numina of the Freedom Phalanx.

Powers/Abilities:

Fire Aura: Minor Fire

Gash: Moderate Lethal, Fire & Knockback

Pendulum: High Lethal, moderate Fire & Knockback

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Fire Breath: Moderate Fire

Fire Blast: Moderate Fire

Fire Ball: Moderate Fire, minor Smashing

Demon Summoning: Spawn 1-3 Demons

Resistance: Lethal, Smashing, Energy, Fire, Cold

Resistance: Archvillain resistance

Flares: Moderate Fire

Chop: High Smashing, moderate Fire & Knockback

Beheader: Very high Smashing, moderate Fire & Knockback

Whirling Axe: Moderate Lethal, Fire & Knockback

DEMON

Minion: Levels 1-54

These vicious creatures serve Infernal only because he forces them to. By subverting their will through the use of ancient mystic rituals he creates permanent servants. If his control begins to wane over a particular demon, he performs another ceremony and binds it permanently into his weapons or armor to increase their strength.

Powers/Abilities:

Invincibility: High defense to all but Psionic

Fire Smash: Moderate Smashing, Knockback & Fire

Super Leap

Flares: Moderate Fire

Scorch: Moderate Fire

Fire Sword: Moderate Lethal, high Fire

Minor Resist: Fire

Vulnerability: Cold

WAILERS

St. Martial is infested with these horrid demons. A rumor on a Johnnie 'The Pipes' Sonata fan-site a few weeks back 'joked' that the singer must have sold his soul for his golden voice and the demons are here to collect. Maybe there's some truth to it.

WAILER (MINION)

Minion: Levels 30-40

Powers/Abilities:

Slash: Moderate Lethal, Def debuff

Shriek: Moderate Sonic, Resistance debuff, Slow

WAILER QUEEN

Lieutenant: Levels 30-40

Powers/Abilities:

Slash: Moderate Lethal, Def debuff

Shriek: Moderate Sonic, Resistance debuff, Slow

Song of the Nightingale: Heal ally

Scream: Moderate Sonic DoT, Slow, Resistance debuff

Siren's Song: Minor Sonic dmg, Sleep

WAILER KING

Boss: Levels 30-40

Powers/Abilities:

Howl: High damage, short range

Scream: Moderate Sonic DoT, Slow, Resistance debuff

Shockwave: Moderate Lethal & Knockback

Sonic Dispersion: Sphere AoE, buff all Resistance except Psionic, buff vs. Immobilization, Disorient & Hold

Shout: High damage, Damage Resistance debuff

Revive: Self-resurrect

WAILER LORD

Boss: Levels 35-41

The Wailer Lord is the biggest and strongest of the demons that infest St. Martial. It's assumed that the wailers fight for the power and the knowledge that comes with the title in terrible howling brawls that shake walls blocks away.

Powers/Abilities:

Howl: High damage, short range

Scream: Moderate Sonic DoT, Slow, Resistance debuff

Shockwave: Moderate Lethal & Knockback

Sonic Dispersion: Sphere AoE, buff all Resistance except Psionic, buff vs. Immobilization, Disorient & Hold

Shout: High damage, Damage Resistance debuff

Sonic Barrier: Ally defense buffs vs. Smashing, Lethal & Sonic

Screech: Minor dmg, Stun

Revive: Self-resurrect

WYVERN

Wyvern is a private agency dedicated to eliminating problems Freedom Corps hasn't or won't deal with.

AGENTS

TALON AGENT

Minion: Levels 5-25

Talon agents are young operatives who have yet to prove themselves in the field. They are given the simplest assignments until they prove their worth, but are extensively trained in close combat knife fighting, as well as archery.

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Powers/Abilities:

Talon Snap Shot: Minor Lethal, fast

Talon Strike: Moderate Lethal

Bow Strike: Moderate Smashing

Talon Aimed Shot: High Lethal

FANG AGENT
Lieutenant: Levels 5-25

Fang agents have achieved some trust in the organization and are given access to Wyvern's special weapons - the trademark arrows of their founder, Manticore.

Powers/Abilities:

Bow Strike: Moderate Smashing

Talon Aimed Shot: High Lethal

Talon Fistful of Arrows: Moderate Lethal vs. all foes in front of Agent

Talon Blazing Arrow: Minor Lethal, Fire (DoT)

STING AGENT
Boss: Levels 5-25

Sting Agents have achieved Wyvern's complete trust and are given access to specialized armor piercing arrows.

Powers/Abilities:

Talon Fistful of Arrows: Moderate Lethal vs. all foes in front of Agent

Talon Explosive Arrow: Moderate Lethal & Energy, Knockback

Talon Aimed Shot: High Lethal

Talon Blazing Arrow: Minor Lethal, Fire (DoT)

Talon Stunning Shot: Minor Lethal, Stun

Talon Entangling Arrow: Immobilize, Slow, negate Flight

RAPTOR AGENT
Boss: Levels 10-25

Raptor Agents are senior operatives who have achieved Wyvern's complete trust.

Powers/Abilities:

Talon Stunning Shot: Minor Lethal, Stun

Talon Blazing Arrow: Minor Lethal, Fire (DoT)

Talon Fistful of Arrows: Moderate Lethal vs. all foes in front of Agent

Talon Entangling Arrow: Immobilize, Slow, negate Flight

Talon Explosive Arrow: Moderate Lethal & Energy, Knockback

Talon Aimed Shot: High Lethal

Talon Flash Arrow: Blind, Accuracy debuff

Talon Rain of Arrows: Moderate Lethal (DoT)

WING AGENTS

Wing Agents act as air support for their companions.

WING TALON AGENT
Minion: Levels 15-30

Powers/Abilities:

Talon Snap Shot: Minor Lethal, fast

Bow Strike: Moderate Smashing

Talon Aimed Shot: High Lethal

Flight

WING FANG AGENT
Lieutenant: Levels 15-30

Powers/Abilities:

Bow Strike: Moderate Smashing

Talon Aimed Shot: High Lethal

Talon Fistful of Arrows: Moderate Lethal vs. all foes in front of Agent

Talon Blazing Arrow: Minor Lethal, Fire (DoT)

Flight

WING STING AGENT
Boss: Levels 15-30

Powers/Abilities:

Talon Fistful of Arrows: Moderate Lethal vs. all foes in front of Agent

Talon Explosive Arrow: Moderate Lethal & Energy, Knockback

Talon Aimed Shot: High Lethal

Talon Blazing Arrow: Minor Lethal, Fire (DoT)

Talon Stunning Shot: Minor Lethal, Stun

Talon Entangling Arrow: Immobilize, Slow, negate Flight

Flight

WING RAPTOR AGENT
Boss: Levels 15-30

Powers/Abilities:

Talon Stunning Shot: Minor Lethal, Stun

Talon Blazing Arrow: Minor Lethal, Fire (DoT)

Talon Fistful of Arrows: Moderate Lethal vs. all foes in front of Agent

Talon Entangling Arrow: Immobilize, Slow, negate Flight

Talon Explosive Arrow: Moderate Lethal & Energy, Knockback

Talon Aimed Shot: High Lethal

Talon Flash Arrow: Blind, Accuracy debuff

Talon Rain of Arrows: Moderate Lethal (DoT)

Flight

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ZIGURSKY PRISON

The Zigursky Prison, or 'Zig' as it's known on the street, houses the most dangerous criminals in Paragon City. Despite the Zig's advanced security systems, a few hardened criminals occasionally escape. With nothing but time on their hands, these cons stop at nothing to win their freedom.

PRISONERS

Minions: Level 1

HELLION PRISONER, SKULL PRISONER, COUNCIL PRISONER

Powers/Abilities:

Brawl: Moderate Smashing

Rock: Moderate Smashing

Resistance: Resistance

Pipe: Moderate Smashing

Knife: Moderate Lethal

Revolver: High Lethal, short range

GUARD

Minion: Level 1

Working as a private security guard in a 'city of villains' must be a very tough job.

Powers/Abilities:

Revolver: High Lethal, short range

Baton: Moderate Smashing, Stun

Resistance: Resistance

DOWNED POLICE DRONE

Minion: Level 1

The convicts have disabled this police drone, but they haven't yet torn it apart. Time for you to take a crack at it!

Powers/Abilities:

Resistance: Indestructible



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PVP

KILL YOUR FRIENDS!

Although *City of Heroes* introduced a semblance of PvP (player vs. player) combat some time ago, it was restricted to various arenas and never spilled over fully into the streets of Paragon City. It still hasn't, but now, via *City of Villains*, you have access to several additional modes of PvP that broaden the appeal of this very popular MMO game style.

YOU HAVE A FINE REPUTATION...

All of this PvP action is bracketed by a rewards system of sorts (not the same rewards as Bounty points, etc.).

You can earn positive reputations that net some nice rewards (please see Reputation Rewards sidebar).

I GOT A BAD REP!

Your reputation level is not a stable entity but rather a ravenous beast whose thirst must constantly be slaked. Ignore your rep and, slowly but surely, it'll gradually drift back to zero. The current decay rate is two points of rep per day.

THE ZONES

BLOODY BAY

In addition to the straight-up fun of smacking down foes as you make your way across Bloody Bay, there's a deeper gameplay element involved. It goes something like this:

- There are six meteors scattered throughout the zone, numbered in Hindi.
- By talking to the Evil Scientist in your safe zone and accepting the Shiva Shard mission, you receive a temporary power that allows you to mine the meteors.
- You must then collect six pieces of ore, one from each meteor.
- Once you have all six pieces, find a firebase and defeat all the surrounding turrets. This disarms the protective system and allows you to enter the firebase where you can process the raw ore into a Shiva Shard.
- Take the shard to the Evil Scientist to complete the mission.
- The meteors cause damage just by proximity, so don't plan on camping out with your group.
- If you are killed all of your ore is distributed to the individual or group that took you out.

If you complete the mission, the "Ore Extractor" temporary power is removed and the player earns the ability to summon a Shivan Decimator. This power is good for 5 uses.

The Shivan is not a willing subject, however. It won't follow you through doors or into new zones.

Use the power of this beast wisely. Once it's gone you must repeat the entire process to gain another.

REPUTATION REWARDS

These are the various "rewards" (not that the negative ones are really such) that you'll earn based on the reputation system.

*100 "Hunter" badge***
*200 PvP Chest Emblem Costume Piece***
300 Flash Grenades temporary power
*400 "Manhunter" badge***

*** Permanent reward*

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WARBURG

Warburg is more than just a place to meet and beat the snot out of one another, be they Heroes or Villains. No, a complete "quest" subtext weaves its way through the zone. The zone comprises three sequences that convey one coherent plot: you can't get to the second and third phases without completing each previous one.

PHASE 1: ESCORT THE SCIENTISTS

The initial sequence requires you to safely escort scientists to safe houses (the spawn points of the scientists are random, and the safe houses they go to are random as well) to collect the Security Keys for Phase 2:

- Scientists spawn randomly. The upside is there isn't a scientist holding pen. The downside is that PvP players will be looking to kill you and steal your scientist—which they can.
- Scientists are guarded, so you'll have to do some light PvE to take them. They are generally "protected" by lieutenants, so watch your step.

NOTE

Remember: Ganking players weaker than you will result in penalties!



- Each player may have only one scientist.
- Each player in a team may have a scientist. This is good and bad: good that you can complete the phase quicker; bad because each scientist, generally, wants to go to a different safe house, splitting the group up.
- If someone defeats a player who's escorting a scientist, the player goes to his or her side's hospital and the next closest player on the team gets the scientist. This means you can go get a scientist yourself, or you can get other players and take theirs (though you'll likely have to defeat their entire team).
- The spawns are fairly tough, so it's often easier to take someone else's scientist than get your own (learn it and live by it!).
- A player may not have more than three Security Keys.
- Security Keys are tradable. (If you want to farm them, more power to you, but you'll have to earn them the hard way!).

Once you've collected three Security Keys (yourself or your group), you're ready for Phase 2.

PHASE 2: ARM THE ROCKET

A player with three Security Keys can enter one of the three Warhead Processing stations at the center of the Web (one of the three large rooms underground) and interact with the arming computer. This loads the Warburg Rocket with the warhead corresponding to that room.

- The type of warhead armed depends on which room the player uses to generate a Launch Code.
- After successfully interacting with the computer, the player is given a five-minute countdown and the following message: "You now have 5 minutes to make it to the Warburg Rocket with your Launch Code!"
- A player who has the Launch Code glows—the better to let other PvP players know your "special" status.
- A player may never have more than one Launch Code.
- Launch Codes are not tradable.
- If a player with the Launch Code is defeated, his or her foe receives a Security Key. (A guaranteed key is great because you don't have to find and

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escort, or steal and escort, a scientist to a bunker.) The player loses the Launch Code but retains two Security Keys.
- The three labs are medium-camping zones. They're big enough that you might sneak by someone but small enough that a "patrolling" team can easily catch anyone trying to enter.

If the computer is successfully interacted with, the player is given a Launch Code that's good for *five minutes,* which takes us to Phase 3…

PHASE 3: LAUNCH!

With only five minutes, you need to get that rocket launched, so follow the nav point and fire that sucker to claim your reward!

- If a player with the Launch Code is defeated, his or her foe receives a Security Key. (A guaranteed key is great because you don't have to find and escort, or steal and escort, a scientist to a bunker.)
- A player without a Launch Code gets the following message should he attempt to interact with the Launch Panel: "You need a Launch Code! Try capturing one of the Warburg Scientists in the Web."
- If the player with a Launch Code is successful, the rocket launches and the player is given a temporary power.

TEMP POWER REWARDS

- Nuclear: Large-area short circuit that causes significant endurance loss (with increased effect on robots).
- Biological: Large-area buff that increases regeneration and damage caused for all same-alignment players within radius.
- Chemical: Large-area AoE debuff that affects Accuracy and damage resistance of all enemies within radius.



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SIREN'S CALL

As with the other PvP zones, Siren's Call, in addition to being somewhere you can run around and kill one another, also has an over-arching gameplay mode that resembles tug of war on a very grand scale known as Zone Control:

- The Zone is broken up into Hot Spots.
- These Hot Spots feature groups of either Arachnos or Longbow depending on to which faction you are aligned.
- By picking up missions from the Warzone Op, you can go on Bounty missions at the Hot Spots.
- Hot Spots are *huge* waves of mobs that must be beaten back.
- As Heroes or Villains take out Hot Spots (more are always being generated), control of the Zone slides back and forth as shown by a bar at the top of the screen.
- As you complete these Bounties you amass Bounty points you can spend on temp powers and other goodies from the resident Quartermasters.
- You can accrue Bounty points essentially forever, but if you perish, you lose a *huge* number, so bear in mind that discretion is sometimes the better part of valor.
- You can also accrue Bounty points by defeating other players, be they in your faction or against it.

The gameplay in the Zone is very compelling, and the overarching aspect of Zone Control makes for interesting (and long-running) battles on a grand scale.



NOTE

Naturally the zone is also host to FFA (free for all) PvP battles, so it can be a ganker's paradise—watch your back!

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BASES

NOTE

This section was contributed by uber-designer David "Zeb" Cook (yes, ***that*** Zeb Cook).

What does every league of super-villains need? A secret headquarters, of course. In *City of Villains* your evil Supergroup can create a customized base. Your base is a shared space for all the members of your Supergroup. It can be whatever you want it to be—a place where you share tales of villainous adventures, plan PvP strategies in your battles against Heroes, gather teammates for Strike Forces, and assemble to raid the bases of your rivals. While building a base is not a simple task, having one strengthens the bond between all your members. Only through combined efforts does your Supergroup's base come into being.

Creating the base that's best for your group requires planning. What kind of Supergroup are you? How large should your base be? What kind of base should you make? Who decides the layout? By thinking about some of these questions in advance your Supergroup will get the best out of base-building and bases.

THE BASICS

Any Supergroup can create its own base. The leader needs to visit the Supergroup Registrar and request a base. Then the Supergroup is given the absolute basic base—one room and an Entrance Portal. After that it is up to the group to use the base editing tools to build the base it wants—and can afford.

To build a base, your group has to pay for space, rooms, and equipment by earning Prestige. In addition, many useful items can only be built by collecting bits of salvage and converting it into useful equipment.



PRESTIGE

Prestige is the "coin" used to pay for bases. It is earned by defeating mobs and completing missions, similar to Infamy.

There are a few rules, though:

1. All the Prestige you earn goes to your Supergroup, not to you. If you quit a Supergroup, you don't take any Prestige with you. What you earned, you earned for the team. If the Supergroup disbands, all the Prestige it earned is lost forever.
2. Prestige cannot be traded. There is no point begging for Prestige since no one can give it to you. To get it, your group has to earn it.
3. You earn Prestige only when you are in Supergroup mode. You have to be willing to show your allegiance to your Supergroup to earn the reputation that Prestige represents.
4. Whether low or high level, members earn approximately the same amount of Prestige per defeat. Now, a higher level character is going to defeat foes faster, but everyone makes contributions equal to their efforts. Don't think you can only have high-level characters in your Supergroup; a good foundation of all levels will generate considerable Prestige.

Furthermore, higher level players have to decide between earning Prestige and earning Infamy. The higher your level, the less Infamy you earn while in Supergroup mode. From Level 35 on, you will earn no

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Infamy from mobs while in Supergroup mode. You have to decide between earning Infamy for yourself or changing modes and earning Prestige for your Supergroup.

SALVAGE

When you create a base, only a few simple items are available to you. To build improved and more powerful items requires that you build them using salvage. Salvage is a special reward you earn by defeating lieutenants and bosses. It is not automatic; as with Enhancements you have a chance of earning salvage with every win. And, as with Prestige, you have to be in Supergroup mode to collect it.



Every villain and hero group drops a different selection of salvage—broken weapons, pieces of armor, computer chips. When you have collected the right mix of items, you use your base's workshop to change them into components—tech prototypes, magical foci, and other refined materials. Then you can take those components and use them in recipes to build more powerful base items—better generators, more sophisticated computers, and, of course, even more powerful base defenses.

Some rare and powerful items require unique pieces of salvage that are not available as drops from mobs. These salvage items are obtained by completing missions in the PvP zones. The first time a group member completes one of these missions, the recipe for the item is unlocked and the player is rewarded with the unique salvage piece needed to build that item. After that, other players can complete the mission, collecting the same salvage piece so more copies of the item can be built.

SUPERGROUP BADGES

Many items or the recipes needed to build them are hidden and must be unlocked by the Supergroup before they can be used. These are earned by collecting Supergroup badges. Supergroup badges are earned for many of the same things a player normally does to get a badge—locations visited, Prestige earned, damage taken, etc. However, you have to be in Supergroup mode for the action to count. Because it is a Supergroup badge all the members of the group contribute to the same total.

Supergroup badges belong to the Supergroup, not you as a player. If you quit a group, you'll lose whatever badges the group earned. On the other hand, if you join a group, you automatically gain whatever badges that group has earned.

Supergroup badges don't have fancy titles. Instead, each names the base item it unlocks. This way you can see at a glance what special items your group can build.

USING THE EDITOR

There are no great secrets to the Base Editor. All you need is a base, Prestige, and editing privileges. The last can be set by the Supergroup leader by going to Supergroup/Options/Permissions. There the leader can choose what ranks are allowed to use the Base Editor. Note that the leader can always edit the base.

If your group is tightly focused with a particular base style to be followed, you might want only one or two clever builders using the editor. Simply make sure that only one rank has editing privileges and then promote only the players you want as builders to that rank. On the other hand, if you want members to have lots of participation in base building, you can set the permission to as many ranks as you desire.

When you are in the Entrance Room of your base (except during base raids), a window pops up with three buttons: Upgrade Plot, Place Item, and Edit Base. All three may or may not be active, depending on conditions. Members with editing privileges can use the Upgrade Plot and Edit Base buttons. All members can use the Place Item button—but only when they have built an item in the workshop.

Upgrade Plot allows you to increase the total area available for base building. This is the red grid that all your rooms snap to. The plot also determines the maximum number of rooms you can have in your base. If you are ever not allowed to add a room, be sure to check your room count vs. your current plot size.

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Place Item lets you set up anything you have built in the workshop, something all players can do with their salvage. It opens the Base Editor but shows only the items you have built. You can put these anywhere in your base, provided the item matches room type and does not exceed the limit allowed for that room. If a room allows four defenses and has four turrets, you cannot put a fifth turret there.

Edit Base takes you to the full Base Editor. The camera zooms out to give you a bird's-eye view of your base. You can move around normally; the camera will follow you. If you double-click on any square, you are instantly moved to that square. This is a good way to move quickly around your base. Page Down will snap the camera close to you, making it easier to see details in a room.

ROOMS

The Place Room button displays all the rooms you can buy for your base. These are grouped under tabs according to their type. After all, aside from their size, not all rooms are alike. Rooms are organized by function. And the function of the room determines the types of items that can be placed there. The room categories and what items can be placed in them are listed below:

Defense: defenses, decorative
Energy: power, defenses, decorative
Control: control, defenses, decorative
Transportation: teleport, defenses, decorative
Workshop: workshop, defenses, decorative
Medical: medical, defenses, decorative
Decorative: decorative



Room size limits the number of items that can be placed in a room. Generally, small rooms can hold one or two items of their main function (power, control, etc.) and about two defenses. As room size increases, these numbers rise. Rooms with "Secure," "Security," or "Strongpoint" in the name can have more defenses than a normal room of the same size. They also cost more to place.

When you place a room it must be linked to another by a connecting hallway. You cannot place rooms immediately against each other. If a room will not connect where you want, check the wall section. The editor will not let you link a room to a wall where you have things placed.

You can delete any room you have placed by selecting the Delete button; however, you cannot delete a room if it leaves any others unconnected to the Entrance Portal. If this happens you have to either remove the isolated rooms first or build another connection to them. When you delete a room, its Prestige cost is returned to your treasury. This way you can experiment with room layouts without risking any of your group's hard-earned funds.

When you select a room, the window on the right shows the current height of the ceiling and floor of the selected square. Both have three heights and can be changed by clicking on a different level in the window.

You can also make a block that fills the entire space by selecting the central section. There are two limits to this. You cannot completely close off a section of a room if the sealed portion contains an item that must be accessible. These include dimensional anchors, Items of Power (and their bases), generators, computers, and any other item that is important for base function. Second, you cannot block off the only doorway to a room.

ITEMS

Once you've got a few rooms down, it's time to place items. As noted before, what you can place is determined by the room. The items are organized into categories. Each category is a tab that appears when you choose Place Items.

Functional items—turrets, traps, computers, scrying tables, teleporters, and more—can be improved by auxiliaries. These are items that reduce energy or control costs, increase damage, improve accuracy, increase healing, and more. Each room type has a specific number and type of auxiliaries

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that can be used there. The auxiliary affects the closest item, and the link is indicated when you place it.

Target spots are a special type of auxiliary used with turrets. A target spot tells the associated turret to fire on any target that enters the spot. This allows you to focus your defenses on specific locations—doorways and hallways where raiders enter or on your Item of Power.

As with rooms, you can sell back any item you place for its full Prestige cost. *But*—if you sell back an item you built, you lose all the salvage used to build it.

BASE-BUILDING TIPS

Building a base seems deceptively simple. When you create a Supergroup, the Registrar offers to give you a base. Say yes and you have a base.

DON'T DO IT! IT'S A TRAP

Brand-new Supergroups are small and have limited resources. As soon as you start a base, even if you never add another piece to it, your group has to pay upkeep. Those payments come out of the Prestige you are earning to build your base.

Instead, let your Supergroup be homeless while it works to collect Prestige.

The smart thing to do when you create a Supergroup is to offer membership to as many of your friends as possible. Play in Supergroup mode 100 percent of the time, especially for those below Level 25, to maximize Prestige and Infamy earned. Build up a stockpile of Prestige (and salvage items). Now you are ready to build a base.

NOT ALL SUPERGROUPS ARE THE SAME

Not so fast! Building a base without considering your group leads to costly remodeling down the line. A base not suited to the needs of the members can even force the Supergroup to disband as players leave to find homes more appropriate to their goals. To keep that from happening to you, consider the following questions before starting your base.

- Is your group small or does it have a lot of alts in it?
- Does your group belong to a coalition of several Supergroups (one of high-level characters, one for alts, one for active characters, etc.)?
- Does your group have a theme (common origin, Archetype, etc.)?
- Does your group want to take part in base raiding or are you a PvE-only group?

SIZE

A small Supergroup should plan to build a small base. It's just not possible to have all the bells and whistles when you don't have enough members to generate the Prestige needed to pay for those things. However, this rule also applies to large groups when most of the members are alts of just a few players. Remember that each player only plays one character at a time (generally), so you still earn only as much prestige as a small group.

For these groups, concentrate on getting your important rooms and items built first. Everything you add increases the upkeep cost, gradually making it harder to save for more rooms and features since more of your Prestige is used to pay the rent.

COALITIONS

Sometimes Supergroups band together using the Coalition feature to form a mega-Supergroup. The coalition may include one group for rarely played alts, another for "retired" Level 50 characters, another for currently active characters, etc. This is a good time to consider each group's base as providing a different function for coalition. The active group builds a raiding base; the alt base is used for secondary purposes; and the "retired" group creates a low-upkeep base for chilling and socializing.

THEME

Part of the fun of designing a base is to create one to a specific theme. The styles and items provide a starting place for your base's look, but there is no limit. You can combine styles for different levels of the floor, walls, and ceiling. There are different shapes for floor and ceiling trim. The Lighting tab (found on the left window) lets you adjust the color and intensity of the lights at the floor, mid-, and ceiling levels. Add decorative items and you can create a look that matches your group's evil intentions.

PVP VS. PVE

By far the biggest factor in base building is whether anyone is going to raid your base or not. This answer

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affects everything from the layout of rooms to what goes in them. If you expect attackers then everything about your base needs be built with that in mind.

For PvE Supergroups, the task is much easier. Many base items are only useful if the base is raided—turrets, traps, and fields especially. If you are never attacked there is no need to buy these. You can save your Prestige for those items your group wants—teleporters and medical bays. The rest you can use for more rooms, furniture, and all the other fixtures to make your home comfortable.

For PvP defense, you need to be concerned about everything. The number of rooms, how they are arranged, protecting your vital equipment and Items of Power—all of these decisions shape your base.

PvP Layout

For PvP play you need to worry about the number and arrangement of rooms in the base. Too few rooms and the attackers can easily get to key points besides your Item of Power. Your generator, control center, and hospital are all vital. If the first two are destroyed your defenses are immediately offline, while losing your hospital makes it harder for defenders to get back in the battle. Too many rooms and your defenders will be spread too thin. Base raiders enter your base by teleporting into the hallways between rooms. The more rooms you have, the more hallways connecting them. That means there are more entry points for attackers and the more places you have to defend.

There is no magic number. Ideally you want your power room, control center, and vault down different dead ends. The central room where each branch meets should have ample defenses. Raise walls to create paths to control the flow of attackers. You have the advantage since you know your base's layout.

Defenses

It's not enough to just place defenses in your base. You need to plan where they go and how they are used. Your first priority should be your Item of Power. Since all the enemy has to do is touch it for you to lose the raid, make that as hard as possible. The AoE of a pain field will keep your opponents from completing the task. Protect that with a force field and their job becomes that much harder. For softer targets like generators, use energy fields to harden them. More importantly, build reserves. Don't trust all your power needs to a single generator.

If you have a large central room, a stealth field is a good investment. It can neutralize the stalker advantage, giving you a chance to take your attackers out at their weakest. If you have blocked off most of the room to create a single path, place Tesla Cages and Slow traps to snare attackers. If you trick them into thinking it is a hallway, they may not be expecting the traps you have laid for them.

For those potential entry points, place defense turrets nearby. Chill Cannons can immobilize a raiding party as soon as they enter. For a large base this buys time to get a team there. For a small base, held targets are always the best.

Finances

Finally, no matter whether you are building a PvE or a PvP base, always keep some Prestige in reserve; 10 percent of your initial budget is a good number. You need to pay upkeep on your new base. Plus, you never know when your group might unlock a new defense, teleport, or other device!

Base Raiding

Base raiding lets Supergroups engage in large-scale PvP battles. These can be for fun, as in the case of Instant Base Raids, or for the prize of capturing an Item of Power. Whatever the goal, base raiding is optional. Before you can be raided (or raid anyone), you need to have your base set up properly.

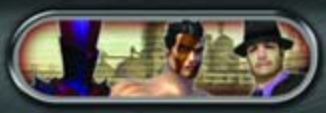
You must have an Item of Power installed in your base before it can be raided. It doesn't matter where it came from—Supergroup trial or successful raid. What matters is that you have one in your base. Once you do, you are an eligible target for base raiding.

If you don't have an Item of Power but want to raid another base, then you need a vault room, six dimensional anchors, and a raid teleporter in your base. You need the first two to hold the Item of Power you are going to win and the teleporter to get your attackers into the base. You probably also want a reclaimator so defeated raiders can get back into the battle quickly.

Once you have these things you're ready to start. If your Supergroup is new to raiding, start with some Instant Base Raids first. Find a friendly Supergroup (one willing to let you practice) and challenge it. Take turns being the attacker and defender. Use these raids to work out the best teams, determine the raid size that works for your group, and hone your skills. When you are done you'll be ready to challenge for the real thing.

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In a real base raid, the challenger has advantages and disadvantages. Your biggest advantage is knowing what raid size works best for your group. Your biggest weakness is not knowing who you are raiding. You will be facing unknown opponents in a strange base. Fast thinking and improvising are vital skills for a good base raider.

RAIDING TIPS

Here are a few suggestions to help you win base raids (as attacker or defender)!

Break Free is your friend. Break Free can make the difference between successful attack and face plant. For raiders it is a good idea to use one before stepping through the raid teleporter. This way you're better protected if there is a Chill Cannon or trap waiting for you at the other end.

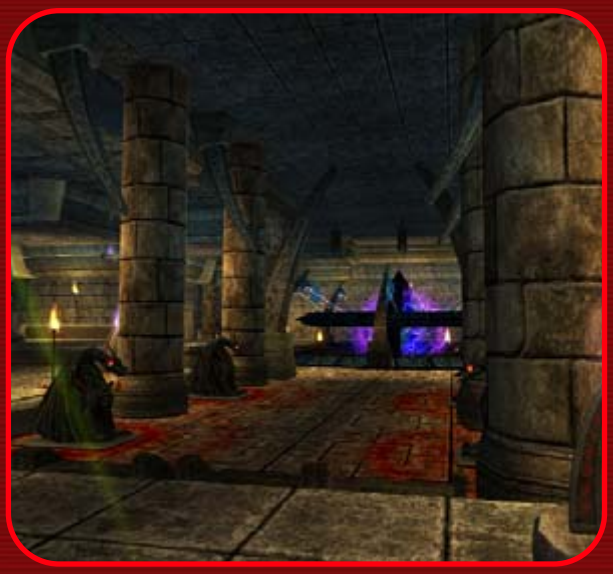
Protect Your Masterminds. Masterminds need to get their henchmen up as soon as they enter. This means other team members should be ready to protect the masterminds until their henchmen are in place. Don't go running off until your team is ready!

Stay. Sit! Defenders, since they know an attack is coming, can use mastermind henchmen to cover the entrance points. Station one or more henchmen in each hall section. Masterminds can watch their henchmen display for clues as to where the enemy has entered. If a henchman is taking damage, the enemy is there!

Cannon Fodder. Mastermind henchmen are also good for finding traps. Send them through any passage first and they should activate any traps. Since traps have recycle times you should be able to get your teammates through unharmed—if you are fast enough.

MASH Units. Base hospitals are great but they have limits. Defenders can find their medical bay overrun by raiders or just outright destroyed. For attackers it can be a long run from their base hospital back into the defending base. In both cases, having a MASH unit is a handy thing. Station a player with rez ability and Recall Friend power at a secure location in the defender base. Make it that person's job to watch the health of teammates, pulling them out of battle for heals and rezzes when things get rough.

Get Those Pylons! Defenders, if you see an opposing player drop to one knee and start fiddling in a room that does not have a disruptor pylon, attack! Odds are the player is trying to use the Disruptor Pylon power. Attackers have only limited charges for this power, so if you can keep them from completing the task you can close off this path to victory!



Boot Them All! After the first 15 minutes of play, defenders will win if they can clear the base of all attackers at the same time. This means making a coordinated effort to drop all attackers at once or as close to it as possible, forcing them out of the base. For attackers, that means making sure you always have at least a few players safely away from the main group.

Super Speed and Stealth. A fast-moving stalker makes a great scout—especially one with Recall Friend. The stalker can zip through a base to find key targets and then teleport in the rest of the attacking team. Of course, it's necessary to watch out for traps and stealth suppression!

If You Can't Beat Them, Break Them! Don't overlook the power of destruction. If the defenders are keeping you from the win, it's time to go after other key targets. Taking out generators, control devices, and medical items not only will make your battle easier, but attacking these may distract the defenders long enough for you to gain victory.

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FREE BINDER UPDATE

(COVERS ISSUE 7)

WRITTEN BY JACK EMMERT, CREATOR OF COH AND COV, AND THE CRYPTIC STUDIOS DESIGN TEAM



ARCHETYPES

THE FESTERING HEART OF *CITY OF VILLAINS*

CHOOSE YOUR OWN ARCHETYPE

Before you create a Villain of your own, read through the various Archetype descriptions provided here to gain greater insight into what makes each one tick.

WHAT'S IN THIS CHAPTER

- Complete write-ups on the five Archetypes: Stalker, Brute, Mastermind, Corruptor, and Dominator.
- Pros and cons for each Archetype, providing a quick overview of what to expect from each.
- Complete power sets for each Archetype's primary powers—these tables break down the powers in minute detail.
- Complete power pool power sets detailing the various movement powers, among others.
- A sample build created for each Archetype.

USING THIS CHAPTER

SAMPLE BUILDS

In this chapter, we place special emphasis on sample builds for each Archetype.

WHY PROVIDE SAMPLE BUILDS?

1. If you've ever played an MMO, you've probably made the error of creating an alter ego in a fashion that doesn't optimize the interplay between the myriad available options and, invariably, learn this much too late. We take the guesswork out and provide an optimized path you can follow from the moment you first log on.
2. These samples take the best of each Archetype and provide information on everything from which powers to select to which enhancements to slot and where. This maximizes the potential of each power selected.
3. These builds are optimized for solo potential and show how you can annihilate the largest groups of mobs in the shortest possible span of time. This keeps the game moving at a brisk clip and keeps you leveling at an optimized rate, so you face as little downtime as possible.

We encourage you to experiment with your own unique builds to see what the game has to offer. However, these builds show how certain powers "play" with one another and should help guide your own builds.

NOTE

Read this guide's Basics section to learn the terminology used throughout this chapter and to learn the basics of enhancements and slotting.

NOTE

The sample builds provided will get you off to a flying start by taking you up through level 25 (more than half the game's 40 levels at launch). At that point, you'll start to run into the Enhancement Diversification situation—refer to the "Enhancements" section in "Playing *City of Villains*" for more information on the diminishing returns provided by slotting more than three Single Origin Enhancements on one power.





UNDERSTANDING THE SAMPLE BUILD

The sample build list is a level-by-level guide for creating a specific Villain, including how to enhance the powers that you acquire. At each level, you can either train a new power or add slots to existing powers.

The sample build indicates if you can train a new power by stating "New [Power Pool] Power: [Power]." This helps you locate the power in the vast power listings. For example, "New Speed Power: Hasten" will prompt you to search for the Hasten power under the Speed power pool.

Newly acquired slots are indicated by "# Additional Slots." With newly acquired powers, the default accompanying slot and suggested enhancement type appear directly below the newly trained power.

When on a level where you acquire only new slots for your powers, the suggested enhancements appear below "# Additional Slots": The name of the power you should add to the slot is followed by the enhancement type; for example, "Hasten: Recharge Reduction." If you are instructed to put more than one of your new slots into the same power, a multiplier appears after the enhancement type. For example, "Hasten: Recharge Reduction (2x)" means you should add two slots to Hasten and place Recharge Reduction enhancements in them.

You may not have enough Infamy to immediately enhance your powers, so just refer back to the previous levels' slot listings when you can purchase enhancements.

OH, NO, I MADE A HUGE MISTAKE!

If you mangled your alter ego's power and enhancement slots, there is a remedy! You can participate in a "Respec Trial":

The Tree of Thorns
Contact(s): Sparcetriel (25–30); Trepsarciel (30–40)

The demons Sparcetriel and Trepsarciel have grown tired of being summoned by the Circle of Thorns. To get their revenge, they have found an alternate way to Earth and offered their services to Arachnos. They promise to show groups of Villains a way to steal power from a great demon-tree the Circle uses to siphon energy from the ruins of Mu. Villains who can successfully wrest this power from the Circle can use it to remake themselves (i.e., get a respec).

Missions
Mission 1: Defeat Circle—25 for Levels 25–30, 40 for Levels 31–40.
Mission 2a (25–30): Longbow Underwater Base
Longbow is also planning to raid the tree. Stop them before they get the chance!
Mission 2b (30–40): Devouring Earth
The Devouring Earth is also planning to raid the tree. Stop them before they get the chance!
Mission 3: The Tree of Thorns
Raid the Thorn Tree and steal its power!

NOTE

There are only three respec trials, so make sure you know exactly what you want when you start one as you won't be able to repeat these missions ad infinitum. In addition to the two respec trials, you will recieve one free respec when you choose your Patron Power set at level 41.



SOLOING AND DUOING

While teaming up in sizable groups makes everything quite a bit easier, we also include detailed information on how best to solo and duo with each Archetype.

POWER TABLES

Each Archetype section contains sizable tables listing the Archetype's primary powers, secondary powers, and inherent abilities. In addition, there is a section for power pools and patron powers. See the information provided at primagames.com for complete power sets.

THUG BOSS

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Resistance	—	Auto	100%	0'	0	0	0	0	Target	0°	1	—
BOOSTS ALLOWED: — POWER HELP TEXT: The Bruiser is a Brute. He has good resistance to Lethal and Smashing damage and some resistance to Fire and Cold damage. He is street wise and his training makes him resistant to Confuse, Fear, and Placate. His experience in the elements makes him slightly resistant to Fire, Cold, and Toxic Damage. He can fire a Burst or a single heavy Slug from his assault rifle. EFFECTS: 26.67% Lethal resistance; 26.67% Smashing resistance; 6.6% Fire resistance; 6.6% Cold resistance; 6.6% Toxic resistance; 4-point Placate protection; 2-point Confusion protection; 50% Confusion resistance; 4-point Fear protection; 50% Fear resistance.											
Jab	—	Click	100%	5'	3.5	0	1.07	2	Target	0°	1	Melee, Smashing
BOOSTS ALLOWED: Accuracy, Damage, Endurance Discount, Disorient POWER HELP TEXT: This is a quick jab that deals minor damage but has a chance of Disorienting the target, especially if coupled with other attacks. Damage: Minor, Recharge: Very Fast EFFECTS: 24.9 Smashing damage; 10% chance of 11.6-second Hold of strength 2 versus critters only; 10% chance of 11.6-second Hold of strength 2 versus players only (this suppresses for 15 seconds on affected targets).												
Punch	—	Click	100%	5'	5.2	0	1.2	4	Target	0°	1	Melee, Smashing
BOOSTS ALLOWED: Accuracy, Damage, Endurance Discount, Knockback POWER HELP TEXT: Your Super Strength Punch can deal a moderate amount of damage, but most of all can knock your opponent off his feet, unable to attack again until he stands up. Damage: Moderate, Recharge: Fast EFFECTS: 36.65 Smashing damage; 30% chance of Knockdown versus critters only; 30% chance of Knockdown versus players only (this suppresses for 10 seconds on affected targets).												
Fury	—	Auto	100%	0'	0	0	0	0	Target	0°	1	—
BOOSTS ALLOWED: — POWER HELP TEXT: As a Brute engages in combat, it unleashes his Fury. The longer he remains in combat, attacking and being attacked, the more damage he deals. EFFECTS: Each point of Fury increases his damage.												

The tables provide the following information for each power:

Level—The power becomes available when the character reaches this level.

Type—This indicates whether the power is a toggle, an auto(matic), or a click.

Accuracy—This figure is the inherent Accuracy of the power. See the "To Hit Formula" section for details.

Range—The power's range is given in feet.

End Cost—This indicates how much Endurance it costs to use the power. A click power means that the Endurance cost is incurred when the power is used. If the power is a toggle, the Endurance cost is charged per activation period.

Interrupt Time—If a character is attacked within the Interrupt period of the power, the power does not go off.

Cast Time—The animation time, in seconds, of the power; this cannot be decreased in any manner.

Recharge Time—This indicates how many seconds must pass before the power can be used again.

Radius—The radius effect of the power is given in feet.

Arc—If the power is a cone, this value determines the degrees of an arc in front of the character where the power effect occurs.

Max Targets—The power can affect this many entities at most.

Attack Types—This refers to how the power is categorized when Defense is considered. This applies only to attack powers. See the section "Attack and Defense Types."

Boosts Allowed—These are the Enhancements that the power takes.

Power Help Text—This describes the power at length.

Effects—Effects are the "guts" of the power. The values given represent what the effect would be at Level 50 with no Enhancements.

Notes—Any special remarks about a particular power effect.





EFFECT EXPLANATIONS

ATTACK AND DEFENSE TYPES

Every single attack has 10 different types: Ranged, Melee, AoE, Smashing, Lethal, Fire, Cold, Energy, Negative Energy, and Psionic. These types determine what kind of Defense applies against the attack. If a player has Ranged Defense, it will apply against any power with the Ranged attack type. If a target has one or more Defenses that may apply against a single power, then only the highest Defense applies.

BOOLEAN ATTRIBUTES (STRENGTH AND PROTECTION)

Boolean attributes are named because their effects either happen or they don't. There isn't any middle ground; each Boolean in a power comes with a **strength** that is then applied to the target's inherent value in that Boolean. The Boolean effect occurs on the target if the target's value ends up greater than zero.

Example: A Martial Arts Stalker strikes a Boss with a Thunder Kick. The attack lands. There is only a 10 percent chance that the Kick has a Disorient. Luckily for the player, the Disorient occurs in this attack. The Boss's inherent Stun value is -3. The Strength of the Stun from the Attack is 2.38. The end result: -3 + 2.38= -.62. The Boss is not Disoriented, but the value remains in place for the full duration of six seconds. If someone could follow up with a Stun strength as low as 1, then the Boss would be Disoriented.

Protections add to the ability of a class to resist the effects. The protection value is subtracted from the base class value.

Example: A Brute's Fire Shield provides a protection of 10.38 vs. any Disorients. The base Stun value for a Brute is -1. While Fire Shield is on, his Stun value is -11.38. That means that the strength of various Disorient powers would need to exceed 11.38 in order for the Brute to be affected.

Here is a list of the Boolean attributes and their gameplay effect:

Disorient—The target can move, albeit slowly, but cannot use any powers. Disorient disables toggles.

Fear—The target cowers and cannot do anything, unless attacked. If attacked, the target responds with a single action of its own, then returns to cowering.

Fly—The target can fly.

Hold—The target cannot use any powers or move. This disables toggles.

Immobilize—The target cannot move.

Placate—The target ignores the player.

Sleep—The target cannot move or use powers, unless attacked or healed. Sleep disables toggles. If attacked or healed, the target wakes up and functions normally.

Teleport—The target is teleported.

REGENERATION

A player without any buffs or Enhancements can recover 100 percent of Endurance within 60 seconds and 100 percent of Hit Points within 240 seconds.

TO HIT FORMULA

The base percentage value for a player to hit a mob (and vice versa) is determined by the following equation:

(To Hit value of the attacker - Defense of the target) x Accuracy of the power

Two other calculations are also in the formula. First, the To Hit minus Defense value has a floor of .05. In other words, the value cannot go any lower than .05. Secondly, the end result is capped at .05 and .95 at the floor and the ceiling. This means that a player has a maximum chance of 95 percent to hit something and a minimum

chance of 5 percent.

Example: A Level 50 Lieutenant is swinging at a Stalker with Focused Fighting. The base To Hit value of the critter is 50. Focused Fighting provides a 13.87 Defense against Melee attacks: 50 - 13.87 = 36.13. If the Lieutenant has no Accuracy bonus, then the attack has a 36.13 percent chance of landing.

PRIMARY AND SECONDARY POWER SETS

Each Archetype is skilled in two power types. When you first create an alter ego, you must choose one power from your primary power set and one from your secondary power set.

POWER POOLS

Power pools are major choices that affect the life of your Villain. For example, plan your power pools correctly, and you can be the Brute who always holds aggro in fights, never runs out of endurance or health, reaches the mission door first, and is feared and respected by every team you join. But make choices randomly and you can end up the Corruptor who reaches the mission late, burns through health Inspirations like bullets in a badly aimed machine gun, and whose presence is met with derision from others of a villainous bent.

Power pools round out your Villain and make him better than the potential crime lord who took the same primary and secondary powers as you. Will you be the Dominator or Mastermind who provides pure team support in the back row, or will you go toe-to-toe with the enemy when necessary? Your choices with the power pools can help you meet your goals.

Starting at Level 6, power pools are open to you. In any power pool, you can take the first or second power. Starting at Level 14, you can take the third power in a power pool, provided you have already taken a previous power in the same pool. At Level 20 and up, you can take the fourth power in a power pool, provided you have taken the third power in the same pool.

DOES ORIGIN MATTER?

There are several reasons why Origins are more important than they might initially appear in the game manual:

- *Stores and enhancements: Depending on your Origin, you are limited to shopping at stores that cater to one particular Origin. This matters because as you progress in the game, it can be dangerous getting to some of the higher-level stores when you're ready for that next round of enhancements (enemies try to prevent you from reaching these stores).*
- *Titles: As you advance in levels, you earn additional titles to boost your reputation as a Villain who is not to be trifled with.*

INHERENT POWERS

AT COMMON POWERS

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Brawl	0	Click	100%	5'	2.34	0	0.67	2	Self	0°	1	Melee, Smashing
BOOSTS ALLOWED: Accuracy, Damage, Recharge, Endurance Discount						POWER HELP TEXT: When all else fails, you have only your two fists to depend on.						EFFECTS: Smashing damage varies by AT.
Sprint	0	Click	100%	0'	0.14625	0	0	0	Self	0°	1	—
BOOSTS ALLOWED: Endurance Discount, Running Speed, Jump						POWER HELP TEXT: Sprint allows you to travel, or run away, slightly faster than normal, while slightly draining your Endurance.						
EFFECTS: This increases your running speed from 22' per second to 33' per second.												
Rest	0	Click	100%	0'	0	6	0	180	Self	0°	1	—
BOOSTS ALLOWED: Heal, Recovery, Recharge, Interrupt						POWER HELP TEXT: Activate Rest to heal Hit Points and recover Endurance. While resting you cannot attack, and you are extremely vulnerable to attack and damage. Activation of Rest can be interrupted, and the power must be active for a few seconds before you start to recuperate.						EFFECTS: Increases regeneration rate by 1900%; increases recovery rate by 425%; immobilize of Strength 100; may only use powers targetable on self; removes "Untouchable" status; 1000% decrease in defense; 1000% decrease in damage resistance; disables Flight.





BRUTE

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Fury	—	Auto	100%	0'	0	0	0	0	Self	0°	1	—

BOOSTS ALLOWED: — POWER HELP TEXT: As Brute attacks and is attacked, he builds Fury, which translates to more damage. SMASH! EFFECTS: Current Fury increases by 5 x the lesser of 80 or ((100-current Fury)/20)^2) points each time you attack; current Fury increases by 2.5 x the lesser of 80 or ((100-current Fury)/20)^2) points each time you are attacked; current Fury increases twice as fast vs. Lieutenant and Boss critters; current Fury increases three times as fast against players, EBs, AVs, and Giant Monsters; damage increases by current Fury x 2%; current Fury decreases by 2 points per second.

MASTERMIND

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Supremacy	—	Auto	100%	0'	0	0	0	0	60'	360°	1	—

BOOSTS ALLOWED: — POWER HELP TEXT: A good Mastermind knows how to manage Henchmen. The Mastermind imparts a bonus to the Henchmen's Accuracy and Damage only if nearby and not phased or otherwise can only use self-only powers. Additionally, your Henchmen within range in Defensive mode will share damage with the Mastermind, with damage being divided evenly between the Mastermind and each Henchman in range.
EFFECTS: 25% damage increase for Mastermind pets; 10% increase in To Hit chance for Mastermind pets.

CORRUPTOR

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Scourge	—	Auto	100%	0'	0	0	0	0	Self	0°	1	—

BOOSTS ALLOWED: — POWER HELP TEXT: The Corruptor is a dastardly villain indeed. As a Corruptor's foe health wanes, the Corruptor can start to land Scourge hits for up to double damage. The weaker the target is, the greater chance the Corruptor has of landing Scourge. Once a foe is weak enough, there is no escaping the Corruptor's wrath. The Corruptor shows no mercy. EFFECTS: Scourge has a 100 - (2x target's Health) chance of activating; 100% damage increase when Scourge activates.

STALKER

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Assassination	—	Auto	100%	0'	0	0	0	0	Self	0°	1	—

BOOSTS ALLOWED: — POWER HELP TEXT: A Stalker does best when attacking from ambush. When properly "hidden," a Stalker can pull off critical hits with attacks and even land a massive "Assassin's Strike." Additionally, a Stalker has a chance to land a critical hit with most attack powers when attacking Held or Sleeping foes. EFFECTS: Critical effects defined on a per power basis are activated when hidden.

DOMINATOR

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Domination	—	Auto	100%	0'	0	0	1.17	200	Self	0°	1	—

BOOSTS ALLOWED: — POWER HELP TEXT: Nothing delights a Dominator more than inflicting pain. Each time a Dominator attacks, his or her sadistic nature grows. When your Domination bar is over 90%, you can activate this power to unleash your true potential. Your control powers will typically last 50% longer and will more easily Dominate stronger opponents. Additionally, you will fully recharge your Endurance and increase the damage to all your attacks.
Recharge: Very Long EFFECTS: Domination increases by 2 points per time you attack; Domination decreases by 1 point per 7.5 seconds; 100 point increase to Endurance; 75% damage increase; increased duration on status effects defined per attack power; increased magnitude on status effects defined per attack power.





POWER POOLS

CONCEALMENT

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Stealth	6	Toggle	100%	0	0.1625	0	0.73	20	Self	0°	—	—

BOOSTS ALLOWED: Recharge, Endurance Discount, Defense Buff POWER HELP TEXT: You blend into your environment and can only be seen at very close range. Even if discovered, you are hard to see and have a bonus to Defense to all attacks. If, however, you attack while using this power, you will be discovered and will lose your Stealth and some of your Defense bonus. While stealthy, your movement is slowed. Stealth will not work with any other form of concealment power such as Shadow Fall or Steamy Mist. It has a very low Endurance cost. EFFECTS: 35' Stealth radius to critters (this will suppress for 10 seconds if you interact with a clickable object or initiate an attack or are attacked); 389' Stealth radius to players (this will suppress for 10 seconds if you interact with a clickable object or initiate an attack or are attacked); 2.5% Defense; 2.5% Defense (this will suppress for 10 seconds if you interact with a clickable object or initiate an attack or are attacked); 35% decrease to movement speed.

Grant Invisibility	6	Click	100%	40	15.6	0	1.17	3	Self	0°	—	—

BOOSTS ALLOWED: Endurance Discount, Recharge, Defense Buff, Range POWER HELP TEXT: This power grants a targeted teammate Invisibility. The Invisibility lasts about 2 minutes. While invisible, your ally probably will not be detected unless he or she attacks a target. If so, he or she is still hard to see and maintains some bonus to Defense to all attacks. This power works with other concealment-related powers. EFFECTS: 55' Stealth radius to critters (this will be canceled if you initiate an attack or are attacked); 611' Stealth radius to players (this will be canceled if you initiate an attack or are attacked); 2.5% Defense; 2.5% Defense (this will be canceled if you initiate an attack or are attacked).

Invisibility	14	Toggle	100%	0	0.7	0	0.73	20	Self	0°	—	—

BOOSTS ALLOWED: Endurance Discount, Recharge, Defense Buff POWER HELP TEXT: You can bend light around yourself to become invisible. While this power is active, you are almost impossible to detect. While invisible, you cannot attack and can only use powers that affect yourself; however, you do have a Defense to all attacks. You must be at least Level 14 and have Stealth or Grant Invisibility before selecting Invisibility. This power will not work with other self-affecting concealment-related powers such as Stealth or Shadow Fall. EFFECTS: 55' Stealth radius to critters (this will suppress for 10 seconds if you interact with a clickable object); 611' Stealth radius to players (this will suppress for 10 seconds if you interact with a clickable object); 10% Defense.

Phase Shift	20	Toggle	100%	0	0.3	0	3.00	180	Self	0°	—	—

BOOSTS ALLOWED: Endurance Discount, Recharge POWER HELP TEXT: You can Phase Shift to become out of sync with normal space. Although you do not become completely invisible, you are translucent and hard to see. You are intangible and cannot affect or be affected by those in normal space. Although this power is a toggle, you cannot remain phase shifted for more than 30 seconds, even if you still have Endurance. Phase Shift cannot be used with Rest. You must be at least Level 20 and have two other concealment powers before selecting Phase Shift. This toggle is automatically disabled after 30 seconds. EFFECTS: 22' Stealth radius to critters (this will suppress for 10 seconds if you interact with a clickable object); 222' Stealth radius to players (this will suppress for 10 seconds if you interact with a clickable object); 100% intangible of strength 3; 100% untouchable of strength 3; you may only cast self-targeted powers.

FLIGHT

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Hover	6	Toggle	100%	0	0.1	0	0	0	Self	0°	—	—

BOOSTS ALLOWED: Endurance Discount, Defense Buff, Flying Speed POWER HELP TEXT: For hovering and aerial combat; this power is much slower than Fly, but it provides some Defense to all attacks, offers good air control, costs little Endurance, and has none of the penalties associated with Fly. Switch to this mode when fighting other flying foes. EFFECTS: 21' per second Flight; 2.5% Defense

Air Superiority	6	Click	100%	5	6.5	0	1.5	4	Target	0°	—	Melee, Smashing

BOOSTS ALLOWED: Accuracy, Damage, Endurance Discount, Recharge POWER HELP TEXT: This two-handed overhead melee attack can knock a flying target to the ground. EFFECTS: 41.7 Smashing damage; disables Flight for 30 seconds; 100% Knockdown.

Fly	14	Toggle	100%	0	1.0	0	0	0	Self	0°	—	—

BOOSTS ALLOWED: Endurance Discount, Flying Speed POWER HELP TEXT: Fly allows you to travel large distances quickly. If you attack a target while this power is on, your Flight speed will be temporarily reduced to Hover speed. Your top Flight speed increases with your level. You must be at least Level 14 and have Hover or Air Superiority before selecting Fly. EFFECTS: 99' per second Flight (suppressed to 21' per second for 4 seconds if you attack or are attacked).

Group Fly	20	Toggle	100%	0	1.0	0	2.03	0	60	360°	—	—

BOOSTS ALLOWED: Endurance Discount, Flying Speed POWER HELP TEXT: You can endow your nearby teammates with Flight. Be mindful! Your friends will fall if you run out of Endurance or if they travel too far away from you. Group Fly travel speed is slower than Fly. Flying allies suffer from reduced Accuracy. You must be at least Level 20 and have two other flight powers before selecting Group Fly. EFFECTS: 60' per second Flight for all allies within the area of effect; 25% decrease in To Hit chance while active.

FIGHTING

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Boxing	6	Click	100%	5	4.4	0	1.07	2.5	Target	0°	—	Melee, Smashing

BOOSTS ALLOWED: Accuracy, Damage, Endurance Discount, Recharge, Disorient POWER HELP TEXT: Boxing is decent punch that has a small chance to Disorient foes. EFFECTS: 31.69 Smashing damage; 31.69 Smashing damage bonus for Scourge; 10% chance of 4.7-second Stun of strength 2 (this will suppress for 15 seconds on affected targets); 10% chance of 7.1-second Stun of strength 2 versus critters only; 10% chance of 7.1-second Stun of strength 2 versus players only (this will suppress for 15 seconds on affected targets).

Kick	6	Click	100%	5	4.9	0	1.83	3	Target	0°	—	Melee, Smashing

BOOSTS ALLOWED: Accuracy, Damage, Endurance Discount, Recharge, Knockback POWER HELP TEXT: This modest kicking attack has a small chance to knock opponents down. EFFECTS: 35 Smashing damage; 35 Smashing damage bonus for Scourge; 15% chance for Knockdown.

Tough	14	Toggle	100%	0	0.2	0	3.10	10	Self	0°	—	—

BOOSTS ALLOWED: Endurance Discount, Recharge, Damage Resistance POWER HELP TEXT: While this is active, you are tough and slightly resistant to Smashing and Lethal damage. You must be at least Level 14 and have Boxing or Kick before selecting Tough. EFFECTS: 11.25% Smashing resistance; 11.25% Lethal resistance.

Weave	20	Toggle	100%	0	0.2	0	0.67	10	Self	0°	—	—

BOOSTS ALLOWED: Endurance Discount, Recharge, Defense Buff POWER HELP TEXT: While this power is active, you bob and weave, increasing your Defense to all attacks, as well as your resistance to Immobilize. You must be at least Level 20 and have two other fighting powers before selecting Weave. EFFECTS: 3.75% Defense.





FITNESS

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Quick	6	Auto	100%	0	0.0	0	0	0	Self	0°	—	—
BOOSTS ALLOWED: Running Speed POWER HELP TEXT: You can naturally run slightly faster than normal. This ability is always on and does not cost any Endurance. EFFECTS: 7.7' per second running speed increase.												
Hurdle	6	Auto	100%	0	0.0	0	0	0	Self	0°	—	—
BOOSTS ALLOWED: Jump POWER HELP TEXT: You can naturally jump higher than normal. This ability is always on and does not cost any Endurance. EFFECTS: 12' jump height; 5.4' per second increase to jumping speed.												
Health	14	Auto	100%	0	0.0	0	0	—	Self	0°	—	—
BOOSTS ALLOWED: Heal POWER HELP TEXT: You heal slightly faster than a normal person. Your improved Health also grants you resistance to Sleep. This ability is always on and does not cost any Endurance. You must be at least Level 14 and have Swift or Hurdle before selecting Health. EFFECTS: 40% increase to Regeneration; 48.4% resistance to Sleep.												
Stamina	20	Auto	100%	0	0.0	0	0	—	Self	0°	—	—
BOOSTS ALLOWED: Recovery POWER HELP TEXT: You recover Endurance slightly more quickly than normal. This ability is always on and does not cost any Endurance. You must be at least Level 20 and have two other fitness powers before selecting Stamina. EFFECTS: 25% increase to Recovery.												

LEADERSHIP

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Maneuvers	6	Toggle	100%	0	0.2	0	3.67	15	60	360°	—	—
BOOSTS ALLOWED: Endurance Discount, Recharge, Defense Buff POWER HELP TEXT: A good leader knows how to protect the team. While active, this power increases the Defense of yourself and all nearby teammates to all attacks. EFFECTS: 3.5% Defense to allies within the area of effect.												
Assault	6	Toggle	100%	0	0.2	0	3.67	15	60	360°	—	—
BOOSTS ALLOWED: Endurance Discount, Recharge POWER HELP TEXT: While this power is active, you and your nearby teammates deal more damage and are resistant to Taunt and Placate. EFFECTS: 15% damage increase to allies within the area of effect; 60% Taunt resistance to allies within the area of effect; 60% Placate resistance to allies within the area of effect.												
Tactics	14	Toggle	100%	0	0.2	0	3.67	15	60	360°	—	—
BOOSTS ALLOWED: Endurance Discount, Recharge, To Hit Buff POWER HELP TEXT: While this power is active, your Accuracy and that of all your nearby teammates is increased. Your advanced Tactics also protect you and your team from Confuse and Fear effects, as well as boosting your Perception so you can detect Stealthy foes. You must be at least Level 14 and have Defense or Assault before selecting Tactics. EFFECTS: 10% increase in To Hit chance to allies within the area of effect; 60% Perception decrease resistance to allies within the area of effect; 346% boost to Perception to allies within the area of effect; 60% Confusion resistance to allies within the area of effect; 5.1-point Confusion protection to allies within the area of effect; 60% Fear resistance to allies within the area of effect.												
Vengeance	20	Click	100%	60	0.0	0	1.17	300	100	360°	—	—
BOOSTS ALLOWED: To Hit Buff, Defense Buff, Range, Heal POWER HELP TEXT: The loss of a comrade enrages the team. When a teammate is defeated in combat, activate this power to grant you and your teammates a bonus to Accuracy, Damage, and Defense to all attacks. A vengeful team has no fear, and Vengeance protects you and your teammates from Fear effects. It also gives you and your team great resistance to Sleep, Hold, Disorient, Immobilize, Confuse, Taunt, Placate, and Knockback. You must be at least Level 20 and have two other leadership powers before selecting Vengeance. This power does not stack with multiple castings. EFFECTS: 25% Defense for 120 seconds; 117.1 Heal; 35% increase in To Hit chance for 120 seconds; 69% Fear resistance for 120 seconds; 10-point Fear protection for 120 seconds; 69% Disorient resistance for 120 seconds; 69% Hold resistance for 120 seconds; 69% Sleep resistance for 120 seconds; 69% Confuse resistance for 120 seconds; 69% Immobilize resistance for 120 seconds; 69% Taunt resistance for 120 seconds; 69% Placate resistance for 120 seconds; 100-point Knockback protection for 120 seconds; 10-point Repel protection for 120 seconds; 35% increase to damage for 120 seconds.												

LEAPING

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Jump Kick	6	Click	100%	5	5.5	0	3	2.8	Self	0°	—	Melee, Smashing
BOOSTS ALLOWED: Accuracy, Damage, Endurance Discount, Recharge, Knockback POWER HELP TEXT: A good jumping kick attack that may knock foes back—good if you are looking for another attack power. EFFECTS: 41.7 Smashing damage; 35 Smashing damage bonus for Scourge; 15% chance to Knockback 8'.												
Combat Jumping	6	Toggle	100%	0	0.0	0	0	0	Self	0°	—	—
BOOSTS ALLOWED: Endurance Discount, Jump, Defense Buff POWER HELP TEXT: While active, Combat Jumping increases your Defense to all attacks and adds resistance to Immobilization. It moderately increases your jump height and distance to melee and ranged attacks with good air control. EFFECTS: 12' jump height; 1' per second increase to jumping speed; 2.5% Defense; 8.3 points Immobilization protection.												
Super Jump	14	Toggle	100%	0	0.2	0	0	0	Self	0°	—	—
BOOSTS ALLOWED: Endurance Discount, Jump POWER HELP TEXT: While this power is active, you can leap great distances and heights, easily jumping over buildings and from rooftop to rooftop! If you attack a target while this power is on, you will temporarily be reduced to a normal jump height. You must be at least Level 14 and have Jump Kick or Combat Jumping before selecting Super Jump. EFFECTS: 55.6' jump height; 76' per second jumping speed.												
Acrobatics	20	Toggle	100%	0	0.3	0	0.67	10	Self	0°	—	—
BOOSTS ALLOWED: Endurance Discount, Recharge POWER HELP TEXT: While this power is active, you are very nimble and Acrobatic. You can avoid most Knockback effects and are resistant to Hold effects. You must be at least Level 20 and have two other leaping powers before selecting Acrobatics. EFFECTS: 100-point Knockback protection; 2-point Hold protection; 48% Hold resistance.												



MEDICINE

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Aid Other	6	Click	100%	25	6.5	1	2.93	10	Target	0°	—	—
BOOSTS ALLOWED: Endurance Discount, Heal, Recharge, Interrupt POWER HELP TEXT: This power heals a single targeted ally; it is interruptible, so you shouldn't use this in combat. EFFECTS: 238.8 Heal.												
Stimulant	6	Click	100%	25	13.0	1	2.93	10	Target	0°	—	—
BOOSTS ALLOWED: Endurance Discount, Recharge, Interrupt POWER HELP TEXT: Stimulant frees an ally from any Immobilization, Sleep, Disorient, Hold, Fear, or Confuse effects and leaves him or her resistant to such effects for a brief time. Protection will improve with multiple applications and as you advance in level. This power is interruptible and shouldn't be used in the heat of combat. EFFECTS: 120.3-point Hold protection for 45 seconds; 120.3-point Disorient protection for 45 seconds; 120.3-point Sleep protection for 45 seconds; 120.3-point Immobilize protection for 45 seconds; 120.3-point Confusion protection for 45 seconds; 120.3-point Fear protection for 45 seconds.											
Aid Self	14	Click	100%	0	13.0	1	3.33	20	Self	0°	—	—
BOOSTS ALLOWED: Endurance Discount, Heal, Recharge, Interrupt POWER HELP TEXT: This hypo allows you to heal yourself; it leaves you wide awake and resistant to Disorient effects. This power is interruptible. You must be at least Level 14 and have Aid Other or Stimulant before selecting Aid Self. EFFECTS: 238.8 Heal; 48% Disorient resistance for 45 seconds.												
Resuscitate	20	Click	100%	15	32.5	4	3.33	180	Target	0°	—	—
BOOSTS ALLOWED: Endurance Discount, Heal, Recharge, Interrupt POWER HELP TEXT: Revives a fallen ally to full Hit Points, but the target will have no Endurance. The Resuscitated target will be protected from XP Debt for 15 seconds. This power is interruptible. You must be at least Level 20 and have two other medicine powers before selecting Resuscitate. EFFECTS: Resurrect target with 100% Health.												

PRESENCE

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Challenge	6	Click	100%	60	0.0	0	2.67	3	Target	0°	—	Ranged
BOOSTS ALLOWED: Accuracy, Recharge, Range, Taunt POWER HELP TEXT: This power challenges a foe to attack you. Use it to pull a foe off of an ally in trouble or away from a mob of foes. It's not as effective as a typical Scrapper Confront and Challenge power. An Accuracy check is required to successfully Challenge a target. EFFECTS: 108-second Taunt of strength 4 versus critters only; 54-second Taunt of strength 4 versus players only.												
Provoke	6	Click	100%	60	0.0	0	1.67	10	15	360°	—	AoE
BOOSTS ALLOWED: Accuracy, Recharge, Range, Taunt POWER HELP TEXT: This power attracts the attention of a foe and all those around it. Use this to pull several enemies off of an ally in trouble. It's not as effective as a typical Tanker Taunt power. An Accuracy check is required to successfully Provoke a target. EFFECTS: 108-second Taunt of strength 4 versus critters only; 54-second Taunt of strength 4 versus players only.												
Intimidate	14	Click	100%	60	13.0	0	1.67	30	Target	0°	—	Melee, Psionic
BOOSTS ALLOWED: Accuracy, Recharge, Endurance Discount, Fear, Range POWER HELP TEXT: You can threaten a single foe and cause him or her to helplessly tremble in Fear for a brief while. You must be at least Level 14 and have Challenge or Provoke before selecting Intimidate. EFFECTS: 8.34-second Fear of strength 2 versus critters only; 30% chance of 5.96-second Fear of strength 1 versus critters only; 4.7-second Fear of strength 2 versus players only (this will suppress for 15 seconds on affected targets).												
Invoke Panic	20	Click	80%	0	22.8	0	1.97	60	15	360°	—	Melee, Psionic
BOOSTS ALLOWED: Accuracy, Recharge, Endurance Discount, Fear POWER HELP TEXT: This power causes sheer terror in all foes around you, causing them to tremble in Fear uncontrollably. You must be at least Level 20 and have two other presence powers before selecting Invoke Panic. EFFECTS: 8.34-second Fear of strength 2 versus critters only; 4.7-second Fear of strength 2 versus players only (this will suppress for 15 seconds on affected targets).												

SPEED

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Flurry	6	Click	100%	5	5.5	0	3.07	3	Target	0°	—	Melee, Smashing
BOOSTS ALLOWED: Accuracy, Damage, Endurance Discount, Recharge, Disorient POWER HELP TEXT: This unleashes a super-fast Flurry of punches to pummel your foe. Flurry is so dizzying that it has a chance to Disorient the target. EFFECTS: 5.96 Smashing damage per 0.25 second for 1.8 seconds; 6 Smashing damage bonus for Scourge per 0.25 second for 1.8 seconds; 10% chance of 4.7-second Stun of strength 2 (this will suppress for 15 seconds on affected targets); 10% chance of 7.1-second Stun of strength 2 versus critters only; 10% chance of 7.1-second Stun of strength 2 versus players only (this will suppress for 15 seconds on affected targets).												
Hasten	6	Click	100%	0	0.0	0	0.73	450	Self	0°	—	—
BOOSTS ALLOWED: Recharge POWER HELP TEXT: You can reduce the recharge time of all powers for 2 minutes. Although Hasten does not cost any Endurance to activate, you can tire easily since your Endurance does not recover more rapidly. After Hasten wears off, you become tired and will lose some Endurance. EFFECTS: 70% increase to Attack Speed for 120 seconds; 15-point decrease to Endurance after 120 seconds.												
Super Speed	14	Toggle	100%	0	0.2	0	0	0	Target	0°	—	—
BOOSTS ALLOWED: Endurance Discount, Running Speed POWER HELP TEXT: You can run at super-human speeds! While running at such speeds, you are a blur, and many foes will not even notice you as you speed past them. If you attack a target while this power is on, you will temporarily be slowed to normal speed. You must be at least Level 14 and have Flurry or Hasten before selecting Super Speed. EFFECTS: 77' per second running speed; 35' Stealth radius versus critters only.												
Whirlwind	20	Toggle	100%	0	0.5	0	1.17	20	5	360°	—	AoE
BOOSTS ALLOWED: Recharge, Endurance Discount, Knockback POWER HELP TEXT: You spin around at an amazing speed to create a whirlwind around yourself. Any foes that enter this whirlwind will be tossed into the air. You must be at least Level 20 and have two other speed powers before selecting Whirlwind. EFFECTS: Knockback 8' per 0.5 second; Knockback 16' versus players only (this will suppress for 10 seconds after affecting a target); 30% decrease in running speed while active; 1.5-point decrease to Endurance per target in the area of effect.												





TELEPORTATION

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Recall Friend	6	Click	100%	10,000	15.0	4	1.93	6	Target	0°	—	—

BOOSTS ALLOWED: Recharge, Endurance Discount, Range, Interrupt POWER HELP TEXT: You can teleport one of your teammates to yourself. The target must be a teammate and can be selected from the Team Window. You can also rescue a fallen teammate who may be in a hostile location, as long as he or she is on the same map. Range is not infinite, but it's extremely long and can be enhanced. This power can be interrupted. Teammates have the option of refusing to have this power take effect on them. EFFECTS: Teleports a teammate to your location.

Teleport Foe	6	Click	100%	200	15.0	2	1.93	20	Target	0°	—	Ranged, Energy

BOOSTS ALLOWED: Recharge, Endurance Discount, Range, Interrupt, Accuracy POWER HELP TEXT: You can teleport a single foe directly next to yourself. A successful hit must be made in order to teleport the target, and some powerful foes cannot be teleported. This power can be interrupted. If this power misses its target, it will not alert the target if it is a critter. EFFECTS: Strength 2 Teleport Foe to your location; 1-second Taunt of strength 10 versus critters only in a 20' radius at target's original location; 100% Teleport resistance for 1 second following this effect.

Teleport	14	Click	100%	300	13.0	0	2	0	Target	0°	—	—

BOOSTS ALLOWED: Endurance Discount, Range POWER HELP TEXT: You can teleport long distances. Teleport has no recharge time and can be reactivated without pause as long as you have Endurance. You must be at least Level 14 and have Recall Friend or Teleport Foe before selecting Teleport. EFFECTS: Up to 300' Teleport; 0' per second Flight for 4 seconds.

Team Teleport	20	Click	100%	25	20.0	0	2	0	30	360°	—	—

BOOSTS ALLOWED: Recharge, Endurance Discount, Range POWER HELP TEXT: You can teleport yourself and your nearby teammates to a targeted location. Teammates must be in close proximity to you. Team Teleport costs slightly more Endurance than Teleport, but you can transport your entire team for no additional cost. You must be at least Level 20 and have two other teleportation powers before selecting Team Teleport. EFFECTS: Up to 300' Teleport for all allies within the area of effect; 0' per second Flight for 4 seconds for all allies within the area of effect.



NEW POWER SETS

MASTERMIND SUMMON

THUGS

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Pistols	0	Click	110%	80'	6.5	0	1.2	3	Target	0°	1	Ranged, Lethal
BOOSTS ALLOWED: Accuracy, Damage, Endurance Discount, Range, Recharge POWER HELP TEXT: This power quickly fires a round from one of your heavy automatic pistols. Damage is average, but the fire rate is very fast. Damage: Minor, Recharge: Very Fast EFFECTS: 30.58 Lethal damage.												
Call Thugs	0	Click	100%	60'	19.5	0	1.67	60	Target	0°	1	—
BOOSTS ALLOWED: Accuracy, Damage, Endurance Discount, Defense Debuff, Knockback POWER HELP TEXT: This power calls forth 1–3 Thugs (depending on your level) to do your bidding. The third Thug you gain will be an Arsonist. Thugs use Dual Pistols and can be taught additional pistol attacks. You may have only three Thugs under your control at any given time. If you attempt to call more Thugs, you can only replace the ones you have lost in battle. If you already have three, the power will fail. Recharge: Very Long EFFECTS: Summons one Thug at Level 1 and an additional soldier beginning at Level 6; summons one Arsonist beginning at Level 18.												
Dual Wield	2	Click	110%	80'	8.6	0	1.2	6	Target	0°	1	Ranged, Lethal
BOOSTS ALLOWED: Accuracy, Damage, Endurance Discount, Range, Knockback, Recharge POWER HELP TEXT: Dual Wield fires both pistols at a target. Firing both pistols at once is slower than letting off a single shot, but it deals more damage, and the target may get knocked down by the force of the impact. Damage: Moderate, Recharge: Fast EFFECTS: 20.18 Lethal damage every .25 second for .3 second; 25% chance of Knockdown versus critters only; 25% chance of Knockdown versus players only. This will suppress for 10 seconds on affected targets.												
Equip Thugs	6	Click	100%	50'	16.3	0	1.30	6	Target	0°	1	—
BOOSTS ALLOWED: Recharge, Endurance Discount, Range POWER HELP TEXT: Equip your Thug Henchmen with better ammo, weapons, and training. This power permanently bestows new weapons and abilities on one Thug Henchman. The powers gained are unique and dependent upon the target Thug Henchman. This power works only on your Thug Henchmen, and you can only equip any given Thug Henchman once. Recharge: Medium EFFECTS: Adds Level 1 to targeted Henchman.												
Empty Clips	8	Click	110%	50'	19.0	0	1.83	8	40'	30°	10	AoE, Lethal
BOOSTS ALLOWED: Accuracy, Damage, Endurance Discount, Range, Knockback, Recharge POWER HELP TEXT: You empty the clips of both your pistols in a arc of suppression fire. This attack can blast multiple foes in the affected cone area and has a small chance of knocking some foes down. Damage: Moderate, Recharge: Moderate EFFECTS: 12.23 Lethal damage every .25 second for .3 second; 25% chance of Knockdown versus critters only; 25% chance of Knockdown versus players only. This will suppress for 10 seconds on affected targets.												
Call Enforcer	12	Click	100%	60'	19.5	0	1.67	90	Target	0°	1	—
BOOSTS ALLOWED: Accuracy, Damage, Endurance Discount, Defense Debuff, Buff Defense, Buff To Hit POWER HELP TEXT: This power calls forth 1–2 Thug Enforcers (depending on your level) to do your bidding. Thug Enforcers carry a submachine gun and possess good leadership skills. Their weapon of choice is an Uzi, and they can be equipped to carry two at once. You may have only two Thug Enforcers under your control at any given time. If you attempt to call more Enforcers, you can only replace the ones you have lost in battle. If you already have two, the power will fail. Recharge: Very Long EFFECTS: Summons 1 Enforcer and an additional Enforcer beginning at Level 24.												
Gang War	18	Click	100%	60'	13.0	0	1.67	600	Target	0°	1	—
BOOSTS ALLOWED: Accuracy, Damage, Recharge, Endurance Discount POWER HELP TEXT: Gang War calls a Thug Posse of 10 or so to come to your aid for a brief while. Posse Thugs are not like your true Henchmen. They cannot be given direct commands, nor will they appear in your pet window. You must select an enemy target to attack before calling these Thugs. Posse Thugs are many, but they are very weak and are equipped only with the most basic weapons. Although they will follow you, they are not as loyal as your Henchmen, and they will stick around only for a few minutes before taking off. Recharge: Very Long EFFECTS: Summons 10 Thugs for 120 seconds.												
Call Bruiser	26	Click	100%	60'	19.5	0	1.67	120	Target	0°	1	—
BOOSTS ALLOWED: Accuracy, Damage, Endurance Discount, Knockback, Disorient, Hold POWER HELP TEXT: This power calls one massive Bruiser. He is strong, tough, and has a mean temper. As a Brute, he will generate Fury and deal more damage the longer the combat lasts. His Super Strength powers mean he favors hand-to-hand combat. He has resistance to Lethal and Smashing damage and some resistance to Fire and Cold damage. You may only have one Bruiser under your control at any given time. If you attempt to summon another Bruiser the power will fail. Recharge: Very Long EFFECTS: Summons one Bruiser.												
Upgrade Equipment	32	Click	100%	30'	22.8	0	1.67	10	Target	0°	1	—
BOOSTS ALLOWED: Recharge, Endurance Discount, Range POWER HELP TEXT: This power allows you to permanently upgrade the most advanced ammo, weapons, and training to one Thug Henchman. The upgraded Thug will gain new powers, weapons, and abilities. The powers gained are unique to the Thug Henchman that is upgraded. This power works only on your Thug Henchmen, and you can only upgrade the equipment of any given Thug Henchman once. Recharge: Medium EFFECTS: Adds Level 2 to targeted Henchman.												

THUG MINION

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Brawl	—	Click	100%	5'	4.4	0	.67	16	Target	0°	1	Melee, Smashing
BOOSTS ALLOWED: Accuracy, Damage, Endurance Discount POWER HELP TEXT: When all else fails, you have only your two fists to depend on. EFFECTS: 21.31 Smashing damage.												
Pistols	—	Click	110%	70'	5.2	0	2.33	2	Target	0°	1	Ranged, Lethal
BOOSTS ALLOWED: Accuracy, Damage, Endurance Discount POWER HELP TEXT: This power quickly fires a round from one of your heavy automatic pistols. Damage is average, but the fire rate is very fast. Damage: Minor, Recharge: Very Fast EFFECTS: 19.73 Lethal damage.												

THUG MINION LEVEL 1

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Pistols	—	Click	110%	70'	5.2	0	1.2	3	Target	0°	1	Ranged, Lethal
BOOSTS ALLOWED: Accuracy, Damage, Endurance Discount	POWER HELP TEXT: This power quickly fires a round from one of your heavy automatic pistols. Damage is average, but the fire rate is very fast. Damage: Minor, Recharge: Very Fast	EFFECTS: 19.73 Lethal damage.										
Dual Wield	—	Click	110%	70'	6.9	0	1.2	6	Target	0°	1	Ranged, Lethal
BOOSTS ALLOWED: Accuracy, Damage, Endurance Discount, Knockback	POWER HELP TEXT: This power fires both pistols at a target. Firing both pistols at once is slower than firing a single shot, but it deals more damage, and the target may get knocked down by the force of the impact. Damage: Moderate, Recharge: Fast	EFFECTS: 13.25 Lethal damage per .25 seconds for .3 second; 25% chance of Knockdown versus critters only; 25% chance of Knockdown versus players only. This will suppress for 10 seconds on affected targets.										

THUG MINION LEVEL 2

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Empty Clips	—	Click	110%	50'	15.2	0	1.83	10	50'	30°	10	AoE, Lethal
BOOSTS ALLOWED: Accuracy, Damage, Endurance Discount, Knockback	POWER HELP TEXT: The Thug empties the clips of both his pistols into you.	EFFECTS: 7.89 Lethal damage per .3 second for 7 seconds; 10% chance of Knockdown versus critters only; 10% chance of Knockdown versus players only (this will suppress for 10 seconds on affected targets)										

THUG ARSONIST

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Resistance	—	Auto	100%	0'	0	0	0	0	Target	0°	1	—
BOOSTS ALLOWED: —	POWER HELP TEXT: Practical Experience has given the Arsonist some resistance to Fire. He can throw Molotov cocktails and is an excellent brawler.	EFFECTS: 26.67% Fire resistance.										
Brawl	—	Click	100%	5'	4.4	0	.67	16	Target	0°	1	Melee, Smashing
BOOSTS ALLOWED: Accuracy, Damage, Endurance Discount	POWER HELP TEXT: When all else fails, you have only your two fists to depend on.	EFFECTS: 21.31 Smashing damage.										
Molotov Cocktail	—	Click	100%	70'	10.4	0	1.37	6	5'	360°	—	AoE, Fire
BOOSTS ALLOWED: Accuracy, Damage, Endurance Discount	POWER HELP TEXT: The Arsonist has set you on fire with his Molotov cocktail!	EFFECTS: 1.97 Fire damage per .5 second for 7.75 seconds.										

THUG ARSONIST LEVEL 1

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Spit Fire	—	Click	120%	40'	15.2	0	2.83	16	40'	30°	10	AoE, Fire
BOOSTS ALLOWED: Accuracy, Damage, Endurance Discount	POWER HELP TEXT: The Arsonist can breathe or spit fire by spraying alcohol from his mouth and igniting it with his lighter. Spit Fire burns all foes within its narrow cone. It's very accurate and very deadly at medium range. Damage: Moderate (DoT), Recharge: Slow	EFFECTS: 11.54 Fire damage per second for 2.1 seconds, after a 1-second delay; 11.54 Fire damage per second for 2.1 seconds bonus for Scourge versus both critters and players										

THUG ARSONIST LEVEL 2

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Fire Bomb	—	Click	100%	70'	7.8	0	1.37	16	15'	360°	—	AoE, Fire
BOOSTS ALLOWED: Accuracy, Damage, Endurance Discount	POWER HELP TEXT: The Arsonist has set you on fire with his petrol bomb! Critters will attempt to leave the area of effect.	EFFECTS: 19.73 Fire damage; 1.18 Fire damage per .25 second for 5.25 seconds, after a .5-second delay; 1.18 Fire damage in an 8' radius per .2 second for 10 seconds, after a .5-second delay.										





THUG LIEUTENANT

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Resistance	—	Auto	100%	0'	0	0	0	0	Target	0°	1	—
BOOSTS ALLOWED: — POWER HELP TEXT: A leather jacket gives the Enforcer some resistance to Lethal damage. He can fire a Burst and Heavy Burst with his submachine gun. He is also a very good leader and can buff the Defense of all nearby Thugs with his leadership skills in Maneuvers. EFFECTS: 26.67 Lethal resistance.												
Brawl	—	Click	100%	5'	4.4	0	.67	16	Target	0°	1	Melee, Smashing
BOOSTS ALLOWED: Accuracy, Damage, Endurance Discount POWER HELP TEXT: When all else fails, you have only your two fists to depend on. EFFECTS: 21.31 Smashing damage.												
Burst	—	Click	100%	80'	4.4	0	2.2	3	Target	0°	1	Ranged, Lethal
BOOSTS ALLOWED: Accuracy, Damage, Endurance Discount, Defense Debuff POWER HELP TEXT: Your Defense has been reduced by the submachine gun. EFFECTS: 5.72 Lethal damage per .3 second for .7 second; 7.5% decrease to Defense for 5 seconds.												
Heavy Burst	—	Click	105%	80'	6.9	0	2.67	6	Target	0°	1	Ranged, Lethal
BOOSTS ALLOWED: Accuracy, Damage, Endurance Discount, Defense Debuff POWER HELP TEXT: Your Defense has been reduced by fire from the Uzi. EFFECTS: 4.53 Lethal damage per .3 second for 1.6 seconds; 7.5% decrease to Defense for 5 seconds.												
Maneuvers	—	Auto	100%	0'	0	0	0	0	30'	360°	—	—
BOOSTS ALLOWED: Buff Defense POWER HELP TEXT: This Thug's Defense to all attacks is improved due to good leadership in Maneuvers from your Lieutenant. EFFECTS: 13.6% Melee Defense; 13.6% Ranged Defense; 13.6% AoE Defense; 13.6% Smashing Defense; 13.6% Lethal Defense; 13.6% Fire Defense; 13.6% Cold Defense; 13.6% Energy Defense; 13.6% Negative Energy Defense; 13.6% Toxic Defense.												

THUG LIEUTENANT LEVEL 1

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Uzi Burst	—	Click	110%	80'	5.2	0	1.53	4	Target	0°	1	Ranged, Lethal
BOOSTS ALLOWED: Accuracy, Damage, Endurance Discount, Defense Debuff POWER HELP TEXT: Your Defense has been reduced by fire from the Uzi. EFFECTS: 8.37 Lethal damage per .3 second for .7 second; 10% decrease in Defense for 5 seconds.												
Uzi Heavy Burst	—	Click	110%	80'	8.5	0	2.1	8	Target	0°	1	Ranged, Lethal
BOOSTS ALLOWED: Accuracy, Damage, Endurance Discount, Defense Debuff POWER HELP TEXT: Your Defense has been reduced by fire from the Uzi. EFFECTS: 5.83 Lethal damage per .3 second for 1.6 seconds; 5% decrease in Defense for 5 seconds.												
Uzi Cone Blast	—	Click	110%	60'	10.4	0	3.03	10	60'	20°	10	AoE, Lethal
BOOSTS ALLOWED: Accuracy, Damage, Endurance Discount, Defense Debuff POWER HELP TEXT: Your Defense has been reduced by fire from the Uzi. EFFECTS: 6.9 Lethal damage per .3 second for 1.6 seconds; 5% decrease in Defense for 5 seconds.												
Tactics	—	Auto	100%	0'	0	0	0	0	30'	360°	—	—
BOOSTS ALLOWED: Buff To Hit POWER HELP TEXT: This Thug's Accuracy and Perception are improved due to good leadership in Tactics from your Lieutenant. EFFECTS: 2.5% increase in To Hit chance.												

THUG LIEUTENANT LEVEL 2

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Dual Uzis	—	Click	110%	50'	15.2	0	3.03	20	50'	35°	10	AoE, Lethal
BOOSTS ALLOWED: Accuracy, Damage, Endurance Discount, Defense Debuff POWER HELP TEXT: Your Defense has been reduced by fire from the Uzi. EFFECTS: 4.11 Lethal damage per .3 second for 5 seconds.												
Blast Clip	—	Click	105%	70'	15.2	0	2.5	20	15'	360°	16	AoE, Lethal
BOOSTS ALLOWED: Accuracy, Damage, Endurance Discount POWER HELP TEXT: You are getting pelted by an exploding clip of ammo. EFFECTS: 22.83 Lethal damage; 5% decrease to Defense for 5 seconds.												
Assault	—	Auto	100%	0'	0	0	0	0	30'	360°	—	—
BOOSTS ALLOWED: — POWER HELP TEXT: This Thug's damage is improved due to good leadership in Tactics from your Lieutenant. EFFECTS: 5% increase to damage.												

THUG BOSS

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Resistance	—	Auto	100%	0'	0	0	0	0	Target	0°	1	—

BOOSTS ALLOWED: — POWER HELP TEXT: The Bruiser is a Brute. He has good resistance to Lethal and Smashing damage and some resistance to Fire and Cold damage. He is street wise and his training makes him resistant to Confuse, Fear, and Placate. His experience in the elements makes him slightly resistant to Fire, Cold, and Toxic Damage. He can fire a Burst or a single heavy Slug from his assault rifle. EFFECTS: 26.67% Lethal resistance; 26.67% Smashing resistance; 6.6% Fire resistance; 6.6% Cold resistance; 6.6% Toxic resistance; 4-point Placate protection; 2-point Confusion protection; 50% Confusion resistance; 4-point Fear protection; 50% Fear resistance.

Jab	—	Click	100%	5'	3.5	0	1.07	2	Target	0°	1	Melee, Smashing

BOOSTS ALLOWED: Accuracy, Damage, Endurance Discount, Disorient POWER HELP TEXT: This is a quick jab that deals minor damage but has a chance of Disorienting the target, especially if coupled with other attacks. Damage: Minor, Recharge: Very Fast EFFECTS: 24.9 Smashing damage; 10% chance of 11.6-second Hold of strength 2 versus critters only; 10% chance of 11.6-second Hold of strength 2 versus players only (this suppresses for 15 seconds on affected targets).

Punch	—	Click	100%	5'	5.2	0	1.2	4	Target	0°	1	Melee, Smashing

BOOSTS ALLOWED: Accuracy, Damage, Endurance Discount, Knockback POWER HELP TEXT: Your Super Strength Punch can deal a moderate amount of damage, but most of all can knock your opponent off his feet, unable to attack again until he stands up. Damage: Moderate, Recharge: Fast EFFECTS: 36.65 Smashing damage; 30% chance of Knockdown versus critters only; 30% chance of Knockdown versus players only (this suppresses for 10 seconds on affected targets).

Fury	—	Auto	100%	0'	0	0	0	0	Target	0°	1	—

BOOSTS ALLOWED: — POWER HELP TEXT: As a Brute engages in combat, it unleashes his Fury. The longer he remains in combat, attacking and being attacked, the more damage he deals. EFFECTS: Each point of Fury increases his damage.

THUG BOSS LEVEL 1

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Haymaker	—	Click	100%	5'	8.5	0	1.5	8	Target	0°	1	Melee, Smashing

BOOSTS ALLOWED: Accuracy, Damage, Endurance Discount, Knockback POWER HELP TEXT: A slow but devastating attack, the Haymaker has a great chance of knocking your opponent down. Damage: High, Recharge: Moderate EFFECTS: 60.1 Smashing damage; 60% chance of Knockdown versus critters only; 60% chance of Knockdown versus players only (this suppresses for 10 seconds on affected targets).

Hand Clap	—	Click	80%	0'	13.0	0	1.23	30	15'	360°	10	AoE

BOOSTS ALLOWED: Accuracy, Endurance Discount, Disorient, Knockback POWER HELP TEXT: You can clap your hands together with such force that you create a deafening shockwave. This shockwave can knock back nearby foes, and they have a chance to become Disoriented due to the shock to the inner ear. Hand Clap deals no damage. Recharge: Slow EFFECTS: 15.4-second Disorient of strength 2 versus critters only; 50% chance of 15.4-second Disorient of strength 1 versus critters only; 12.2-second Disorient of strength 2 versus players only (this suppresses for 15 seconds on affected targets); Knockback 16' versus critters only; Knockback 16' versus players only (this suppresses for 10 seconds on affected targets).

THUG BOSS LEVEL 2

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Knockout Blow	—	Click	120%	13.2'	18.5	0	2.23	25	Target	0°	1	Melee, Smashing

BOOSTS ALLOWED: Accuracy, Damage, Endurance Discount, Knockback, Hold POWER HELP TEXT: You can perform a Knockout Blow on your opponent. This punch does superior damage and has a great chance of Holding your target. Damage: Extreme, Recharge: Slow EFFECTS: 130.47 Smashing damage; Knockup 24' versus critters only; Knockup 24' versus players only (this suppresses for 10 seconds on affected targets); 19.25-second Disorient of strength 3 versus critters only; 12.83-second Disorient of strength 2 versus players only (this suppresses for 15 seconds on affected targets).

Hurl	—	Click	100%	80'	9.4	0	3.83	8	Target	0°	1	Ranged, Smashing

BOOSTS ALLOWED: Accuracy, Damage, Endurance Discount, Knockback POWER HELP TEXT: You are able to tear up a chunk of ground beneath your feet and hurl it at an enemy. This attack deals moderate damage and can knock foes back and even drop them out of the air if they are flying. Damage: High, Recharge: Moderate EFFECTS: 60.1 Smashing damage; 50% chance of Knockback 24' versus critters only; 50% chance of Knockback 24' versus players only (this suppresses for 10 seconds on affected targets); Flight is disabled for 15 seconds.

Foot Stomp	—	Click	100%	0'	18.5	0	2.1	20	15'	360°	10	AoE, Smashing

BOOSTS ALLOWED: Accuracy, Damage, Endurance Discount, Knockback POWER HELP TEXT: Using your superior leg strength, you can stomp your foot to the ground, quaking the earth itself. This is a localized attack against everything in melee range. Damage: Moderate, Recharge: Slow EFFECTS: 52.1 Smashing damage; 80% chance of Knockdown versus critters only; 80% chance of Knockdown versus players only (this suppresses for 10 seconds on affected targets).





THUG POSSE

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Resistance	—	Auto	100%	0'	0	0	0	0	Target	0°	1	—
BOOSTS ALLOWED: —			POWER HELP TEXT: Thug Posse members are many, but they are very weak.					EFFECTS: 50% decrease to Smashing resistance; 50% decrease to Lethal resistance; 30% decrease to Max Health.				
Brawl	—	Click	100%	5'	3.5	0	.67	2	Target	0°	1	Melee, Smashing
BOOSTS ALLOWED: Accuracy, Damage			POWER HELP TEXT: When all else fails, use your own two fists.					EFFECTS: 17.25 Smashing damage; 4-second Taunt of strength 4.				
Knife	—	Click	100%	5'	4.4	0	1.37	3	Target	0°	1	Melee, Lethal
BOOSTS ALLOWED: Accuracy, Damage			POWER HELP TEXT: This is your basic stabbing and cutting blade.					EFFECTS: 21.3 Lethal damage; 4-second Taunt of strength 4.				
Baseball Bat	—	Click	100%	5'	6.9	0	2.5	6	Target	0°	1	Melee, Smashing
BOOSTS ALLOWED: Accuracy, Damage			POWER HELP TEXT: There is nothing like slugging someone in the head with this baseball bat.					EFFECTS: 33.49 Smashing damage; 4-second Taunt of strength 4.				
Sledgehammer	—	Click	100%	5'	10.2	0	2.17	10	Target	0°	1	Melee, Smashing
BOOSTS ALLOWED: Accuracy, Damage			POWER HELP TEXT: This heavy but unwieldy and slow sledgehammer can knock down foes.					EFFECTS: 49.7 Smashing damage; 20% chance of Knockdown; 4-second Taunt of strength 4.				
Fireman Axe	—	Click	100%	5'	8.5	0	1.83	8	Target	0°	1	Melee, Lethal
BOOSTS ALLOWED: Accuracy, Damage			POWER HELP TEXT: Your Defense has been reduced by the fireman's axe.					EFFECTS: 41.6 Lethal damage; 4-second Taunt of strength 4.				
Revolver	—	Click	100%	60'	4.0	0	2.33	3.7	Target	0°	1	Ranged, Lethal
BOOSTS ALLOWED: Accuracy, Damage			POWER HELP TEXT: This small-caliber sidearm is not very accurate.					EFFECTS: 17.76 Lethal damage; 4-second Taunt of strength 4.				
Pipe	—	Click	100%	5'	6.9	0	2.87	6	Target	0°	1	Melee, Smashing
BOOSTS ALLOWED: Accuracy, Damage			POWER HELP TEXT: Pick up a stick or a piece of pipe and clobber your foes.					EFFECTS: 25.37 Smashing damage; 4-second Taunt of strength 4.				
Rock	—	Click	100%	40'	3.5	0	3.33	2	Target	0°	1	Ranged, Smashing
BOOSTS ALLOWED: Accuracy, Damage			POWER HELP TEXT: Thugs can pick up small rocks and throw them at their foes; there's not much damage.					EFFECTS: 13.4 Smashing damage; 4-second Taunt of strength 4.				
Automatic Pistol	—	Click	120%	60'	4.0	0	2.33	3.5	Target	0°	1	Ranged, Lethal
BOOSTS ALLOWED: Accuracy, Damage			POWER HELP TEXT: This small-caliber sidearm is not very accurate.					EFFECTS: 21.7 Lethal damage; 4-second Taunt of strength 4.				

BRUTE MELEE

ELECTRICAL MELEE

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Charged Brawl	0	Click	100%	5'	4.368	0	1.07	3	0'	0°	0	Melee, Smashing, Energy
BOOSTS ALLOWED: Accuracy, Damage, Recharge, Endurance Discount, Sleep, Recovery, Taunt			POWER HELP TEXT: Your fists become electrically charged and deliver a powerful punch. Charged Brawl can drain some Endurance and may overload the target's synapses, leaving your victim writhing for a moment. A portion of drained Endurance may be returned to you. Disturbing an overloaded target will disperse the electrical charge and release it. Damage: Minor, Recharge: Fast					EFFECTS: 20.85 Smashing damage; 14.17 Energy damage; 10% chance for 6-second Sleep of strength 2.38 versus critters only; 10% chance for 4-second Sleep of strength 2.38 versus players only; drains 7% of total Endurance versus critters only; drains 1.25 Endurance versus players only; 10% chance to decrease 100% Endurance recovery for 2 seconds; 10% chance to restore 2.184 Endurance to self.				
Havoc Punch	0	Click	100%	5'	6.864	0	1.5	6	0'	0°	0	Melee, Smashing, Energy
BOOSTS ALLOWED: Accuracy, Damage, Recharge, Endurance Discount, Sleep, Recovery, Taunt			POWER HELP TEXT: The Havoc Punch is a slower attack than Charged Brawl but makes up for it with greater damage. Havoc Punch can drain some Endurance and may overload your target's synapses, leaving your victim writhing for a moment. A portion of the drained Endurance may be given back to you. Disturbing an overloaded target will disperse the electrical charge and release him or her. Damage: Moderate, Recharge: Moderate					EFFECTS: 33.36 Smashing damage; 21.68 Energy damage; 30% chance for 8-second Sleep of strength 2.38 versus critters only; 30% chance for 6-second Sleep of strength 2.38 versus players only; drains 10% of total Endurance versus critters only; drains 2 Endurance versus players only; 30% chance to decrease 100% Endurance recovery for 4 seconds; 10% chance to restore 3.432 Endurance to self.				
Jacob's Ladder	1	Click	100%	5'	8.528	0	1.67	8	5'	50°	5	Melee, Energy
BOOSTS ALLOWED: Accuracy, Damage, Recharge, Endurance Discount, Sleep, Recovery, Taunt			POWER HELP TEXT: You are able to generate a strong current between your arms and snap a powerful bolt of electricity in an arc in front of you. This melee attack can electrocute all foes within the arc, dealing high Energy damage. Jacob's Ladder can drain some Endurance and may overload your target's synapses, leaving your victim writhing for a moment. Disturbing an overloaded target will disperse the electrical charge and release him or her. Damage: High, Recharge: Moderate					EFFECTS: 62.55 Energy damage; 10% chance for 6-second Sleep of strength 2.38 versus critters only; 10% chance for 4-second Sleep of strength 2.38 versus players only; drains 7% of total Endurance versus critters only; drains 1.25 Endurance versus players only; 10% chance to decrease 100% Endurance recovery for 2 seconds.				
Build Up	5	Click	100%	0'	5.2	0	1.17	90	0'	0°	0	—
BOOSTS ALLOWED: Endurance Discount, Recharge, Buff To Hit			POWER HELP TEXT: This power greatly increases the amount of damage you deal for a few seconds, as well as slightly increasing your Accuracy. Recharge: Long					EFFECTS: 20% To Hit increase for 10 seconds; 80% damage increase for 10 seconds.				

ELECTRICAL MELEE CONT.

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Thunderstrike	7	Click	100%	5'	10.192	0	3.3	18	7'	0°	10	Melee, Smashing, Energy

BOOSTS ALLOWED: Accuracy, Damage, Recharge, Endurance Discount, Disorient, Knockback, Taunt POWER HELP TEXT: Thunderstrike is a massive attack. You smash your foes with all the power of a lightning bolt. The pummeled victim takes tremendous damage and may be Disoriented. Any nearby foes may be knocked down and take some damage from the shockwave. Damage: High, Recharge: Slow EFFECTS: 41.7 Smashing damage; 40.03 Energy damage; 50% chance for 5-second Disorient of strength 3.57 versus critters only; 50% chance for 3.75-second Disorient of strength 3.57 versus players only; 40% chance to decrease 100% Endurance recovery for 4 seconds; 80% chance for a Knockdown.

Taunt	11	Click	100%	70'	0	0	2.67	10	15'	0°	5	Ranged

BOOSTS ALLOWED: Range, Taunt, Recharge POWER HELP TEXT: Taunt foes to attack you; this is useful to pull enemies off allies and keep them attacking you to raise your Fury. Recharge: Fast EFFECTS: 20-second Taunt versus critters only; 5-second Taunt versus players only.

Chain Induction	17	Click	100%	5'	10.192	0	1	14	0'	0°	0	Melee, Smashing, Energy

BOOSTS ALLOWED: Accuracy, Damage, Recharge, Endurance Discount, Recovery, Taunt POWER HELP TEXT: This Electric Melee attack deals moderate Smashing and Energy damage and may drain some of the target's Endurance. However, this attack also induces an unstable electric charge that may jump to another enemy target. The charge will jump randomly between multiple targets until it dissipates. Enhancements and Fury will boost the effectiveness only of the initial attacks, not the jumping charge. Damage: Moderate, Recharge: Slow EFFECTS: 33.36 Smashing damage; 21.68 Energy damage; random chance to inflict 29.19 Energy damage to up to four additional targets; drains 10% of total Endurance versus critters only; drains 2 Endurance versus players only; 30% chance to decrease 100% Endurance recovery for 4 seconds.

Lightning Clap	25	Click	80%	0'	13	0	1.23	30	15'	0°	10	AoE, Energy

BOOSTS ALLOWED: Accuracy, Recharge, Endurance Discount, Disorient, Knockback, Taunt POWER HELP TEXT: You can clap your hands together to release a violent Lightning Clap. The Lightning Clap can knock down most nearby foes, Disorienting many of them. Lightning Clap deals no damage. Recharge: Slow EFFECTS: 100% chance for 8-second Disorient of strength 2.38 versus critters only; 50% chance for 8-second Disorient of strength 1.19 versus critters only; 100% chance for 5.34-second Disorient of strength 2.38 versus players only; 100% chance for a Knockback.

Lightning Rod	31	Click	90%	60'	13.52	0	2.57	90	20'	0°	16	AoE, Energy

BOOSTS ALLOWED: Accuracy, Damage, Recharge, Endurance Discount, Range, Knockback, Taunt POWER HELP TEXT: You can polarize your body and become a living lightning rod. This power calls forth a massive lightning bolt from the sky to strike you. You can then ride this bolt and instantly teleport a short distance. You rematerialize in a massive bolt of electricity, dealing tremendous damage and knocking down all nearby foes. You must target the ground to activate this power. Damage from the lightning bolt is superior but is not affected by your Fury. Damage: Superior, Recharge: Slow EFFECTS: Teleportation; 41.7 Smashing damage; 29.19 Energy damage; 80% chance for a Knockdown.

BRUTE DEFENSE

ELECTRICAL ARMOR

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Charged Armor	0	Toggle	100%	0'	.13	0	.67	2	0'	0°	0	—

BOOSTS ALLOWED: Endurance Discount, Recharge, Resistance POWER HELP TEXT: When you toggle on this power, you are surrounded by a charged field that makes you highly resistant to Smashing, Lethal, and Energy damage. Recharge: Fast EFFECTS: 26% Smashing resistance; 26% Lethal resistance; 26% Energy resistance.

Lightning Field	1	Toggle	100%	0'	1.04	0	2.03	10	8'	0°	10	AoE, Energy

BOOSTS ALLOWED: Accuracy, Damage, Recharge, Endurance Discount, Recovery, Taunt POWER HELP TEXT: While this power is active, you emit a storm of electricity that constantly damages all nearby foes. Damage: Minor (DoT), Recharge: Slow EFFECTS: 8.34 Energy damage; drains 3% of total Endurance versus critters only; drains .5 Endurance versus players only.

Conductive Shield	3	Toggle	100%	0'	.13	0	.67	2	0'	0°	0	—

BOOSTS ALLOWED: Endurance Discount, Recharge, Resistance POWER HELP TEXT: When you toggle on this power, you are surrounded by a shield that will conduct many sorts of Energy away from your body. Conductive Shield grants high resistance to Fire, Cold, and Energy damage as well as good resistance to Negative Energy damage. Recharge: Fast EFFECTS: 26% Fire resistance; 26% Cold resistance; 26% Energy resistance; 15% Negative Energy resistance.

Static Shield	9	Toggle	100%	0'	.104	0	1.17	4	0'	0°	0	—

BOOSTS ALLOWED: Endurance Discount, Recharge, Resistance POWER HELP TEXT: You can create a field of Static Electricity around your body. This Static Shield protects you from Hold, Sleep, and Disorient effects as well as Endurance Drain, Recovery debuffs, and enemy teleportation. Static Shield can also help normalize your synaptic activity, granting you good resistance to Psionic damage. Recharge: Fast EFFECTS: 26% Psionic resistance; protection versus Disorient 10.38; protection versus Hold 10.38; protection versus Sleep 10.38; resistance versus teleportation; resistance versus Recovery debuff; resistance versus Endurance Drain.

Grounded	15	Auto	100%	0'	0	0	.5	0	0'	0°	0	—

BOOSTS ALLOWED: Resistance POWER HELP TEXT: You are grounded and naturally very resistant to Energy and Negative Energy damage. You also have added resistance to Endurance Drain effects. This power is always on and costs no Endurance. EFFECTS: 9.3% Energy resistance; 7.5% Negative Energy resistance; resistance versus Endurance Drain.

Lightning Reflexes	19	Auto	100%	0'	0	0	0	0	0'	0°	0	—

BOOSTS ALLOWED: Run Speed POWER HELP TEXT: Your lightning reflexes allow you to move faster than normal and to resist Slow effects. This power is always on and permanently increases your attack rate and movement speed. EFFECTS: 20% Recharge increase; 10% Run Speed increase; resistance versus Recharge decrease.





ELECTRICAL ARMOR CONT.

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Conserve Power	27	Click	100%	0'	7.8	0	1.17	600	0'	0°	0	—

BOOSTS ALLOWED: Endurance Discount, Recharge POWER HELP TEXT: You can focus for a moment to conserve your Endurance. After activating this power, you expend less Endurance on all other powers for a while. Recharge: Very Long EFFECTS: Endurance discount for 90 seconds.

Power Sink	34	Click	100%	0'	13	0	2.03	60	10'	0°	10	AoE, Energy

BOOSTS ALLOWED: Endurance Discount, Recharge, Recovery, Taunt POWER HELP TEXT: Power Sink leaches Energy directly from the bodies of all nearby foes, draining their Endurance. Each foe you draw Energy from increases your Endurance. If there are no foes within range, you will not gain any Endurance. Recharge: Long EFFECTS: Restore 25 Endurance per target; drains 40% of total Endurance versus critters only; drains 10 Endurance versus players only; 30% chance for 100% Endurance recovery decrease for 4 seconds.

Power Surge	37	Click	100%	0'	2.6	0	1.96	1000	0'	0°	0	—

BOOSTS ALLOWED: Accuracy, Endurance Discount, Recharge, Resistance, Recovery, Hold POWER HELP TEXT: When you activate this power, you transform your body into living electricity and become extremely resistant to all damage but Psionic, as well as Disorient, Sleep, Hold, Immobilize, Knockback, Endurance Drain, Recovery debuff, and enemy teleportation. Your Endurance recovery is also increased. As Power Surge wears off, the charge in your body explodes in a massive EMP pulse. However, expending all this Energy will leave you exhausted, drained of almost all Health and Endurance. Recharge: Very Long EFFECTS: 52.5% Smashing, Lethal, Fire, Cold, Toxic resistance for 180 seconds; 60% Energy resistance for 180 seconds; 45% Negative Energy resistance for 180 seconds; increase Endurance recovery 100% for 180 seconds; protection versus Knockback and Knockup, repel for 180 seconds; protection versus Disorient, Hold, Sleep, Immobilize 17.3 for 180 seconds; resistance versus teleportation for 180 seconds; resistance versus Recovery debuff for 180 seconds; resistance versus Endurance Drain for 180 seconds; after 180 seconds, 90% Hit Point decrease; after 180 seconds, 100% Endurance decrease.

STALKER MELEE

DARK MELEE

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Shadow Punch	0	Click	100%	5'	4.368	0	.57	3	0'	0°	0	Melee, Smashing, Negative Energy

BOOSTS ALLOWED: Accuracy, Damage, Recharge, Endurance Discount, Debuff To Hit POWER HELP TEXT: You wrap your fists with Negative Energy channeled from the Netherworld, then perform a quick punch that deals minor damage. A Shadow Punch clouds the target's vision, lowering Accuracy for a short time. Damage: Minor, Recharge: Fast EFFECTS: 17.01 Smashing damage; 25.02 Negative Energy damage; additional 42.04 Negative Energy damage if hidden; 20% chance for additional 42.04 Negative Energy damage if target is Held or Sleeping; 5% To Hit decrease for 6 seconds.

Smite	0	Click	100%	5'	6.864	0	.97	6	0'	0°	0	Melee, Smashing, Negative Energy

BOOSTS ALLOWED: Accuracy, Damage, Recharge, Endurance Discount, Debuff To Hit POWER HELP TEXT: You wrap your fists with Negative Energy channeled from the Netherworld, then perform a Smite that deals more damage than Shadow Punch but has a longer recharge time. Smite clouds the target's vision, lowering Accuracy for a short time. Damage: Moderate, Recharge: Moderate EFFECTS: 16.01 Smashing damage; 50.04 Negative Energy damage; additional 66.06 Negative Energy damage if hidden; 20% chance for additional 66.06 Negative Energy damage if target is Held or Sleeping; 5% To Hit decrease for 10 seconds.

Shadow Maul	1	Click	100%	5'	8.528	0	3.07	8	5'	45°	5	Melee, Smashing, Negative Energy

BOOSTS ALLOWED: Accuracy, Damage, Recharge, Endurance Discount, Debuff To Hit POWER HELP TEXT: You wrap your entire arms with Negative Energy channeled from the Netherworld, then perform a series of blows that deal a lot of damage over a short period of time to multiple targets in front of you. These blows cloud your target's vision, lowering Accuracy for a short time. Damage: High (DoT), Recharge: Moderate EFFECTS: 13.48 Smashing damage every .65 seconds for 3 seconds; 13.48 Negative Energy damage every .65 seconds for 3 seconds; 50% chance for additional 107.9 Negative Energy damage if hidden; 10% chance for additional 107.9 Negative Energy damage if target is Held or Sleeping; 5% To Hit decrease for 10 seconds.

Assassin's Eclipse	5	Click	120%	5'	14.352	2	1	15	0'	0°	0	Melee, Smashing, Negative Energy

BOOSTS ALLOWED: Accuracy, Damage, Recharge, Endurance Discount POWER HELP TEXT: This is a signature Stalker attack. It does moderate Smashing and Negative Energy damage on its own as a frontal attack. However, if it is executed while you are hidden, this attack will do tremendous damage, as you waylay your unsuspecting foe with all the powers of darkness. This attack may be interrupted if you move or are attacked while executing this it. Damage: Special, Recharge: Slow EFFECTS: 35.03 Smashing damage; 15.01 Negative Energy damage; additional 300.29 Negative Energy damage if hidden; 22% chance to drop toggle versus players only; 4% chance to drop toggle versus players only.

Build Up	7	Click	100%	0'	5.2	0	1.17	90	0'	0°	0	—

BOOSTS ALLOWED: Endurance Discount, Recharge, Buff To Hit POWER HELP TEXT: Build Up greatly increases the amount of damage you deal for a few seconds and slightly increases your Accuracy. Recharge: Long EFFECTS: 20% To Hit increase for 10 seconds; 80% damage increase for 10 seconds.

Placate	11	Click	100%	50'	0	0	1.50	60	0'	0°	0	—

BOOSTS ALLOWED: Range, Recharge POWER HELP TEXT: Placate allows you to trick a foe to no longer attack you. A successful Placate will also hide you. This hide is very brief and offers no Defense bonus, but it will allow you to deliver a critical hit or an Assassin's Eclipse. However, if you attack a Placated foe, he or she will be able to attack you back. Recharge: Long EFFECTS: 10-second Placate versus critters only; 6-second Placate versus players only.

Siphon Life	17	Click	100%	5'	11.96	0	1.93	15	0'	0°	0	Melee, Negative Energy

BOOSTS ALLOWED: Accuracy, Damage, Recharge, Endurance Discount, Debuff To Hit, Heal POWER HELP TEXT: You tap the power of the Netherworld and create a life-transferring conduit between a foe and yourself. This will transfer Hit Points from your enemy to yourself. Foes siphoned in this manner have their Accuracy reduced. Damage: Moderate, Recharge: Slow EFFECTS: 50.04 Negative Energy damage; additional 50.04 Negative Energy damage if hidden; 20% chance for additional 50.04 Negative Energy damage if target is Held or Sleeping; 101.73 Hit Point heal; 5% To Hit decrease for 10 seconds.

Touch of Fear	25	Click	120%	5'	8.528	0	1.17	8	0'	0°	0	Melee, Negative Energy

BOOSTS ALLOWED: Accuracy, Recharge, Endurance Discount, Debuff To Hit, Fear POWER HELP TEXT: The Netherworld is one scary place, and with but a touch, you can give your enemy a glimpse into this dark world. This will cause your victim to helplessly tremble in Fear. Foes in this state of panic have reduced Accuracy. Recharge: Moderate EFFECTS: 15-second Fear of strength 4.47 versus critters only; 7.5-second Fear of strength 4.47 versus players only; 5% To Hit decrease for 10 seconds.

ELECTRICAL ARMOR CONT.

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Midnight Grasp	31	Click	100%	5'	11.96	0	2.07	15	0'	0°	0	Melee, Negative Energy

BOOSTS ALLOWED: Accuracy, Damage, Recharge, Endurance Discount, Debuff To Hit, Immobilize POWER HELP TEXT: Mastery over the forces of the Netherworld allows you to create dark tentacles that can Immobilize and continuously drain the life force of your foe. Damage: Superior (DoT), Recharge: Slow
EFFECTS: 64.06 Negative Energy damage; 5.5 Negative Energy damage every 1 second for 10 seconds; additional 114.11 Negative Energy damage if hidden; 20% chance for additional 114.11 Negative Energy damage if target is Held or Sleeping; 15-second Immobilize of strength 3.57 versus critters only; 10-second Immobilize of strength 3.57 versus players only; 5% To Hit decrease for 20 seconds.

STALKER DEFENSE

DARK ARMOR

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Hide	0	Toggle	100%	0'	.13	0	.73	20	0'	0°	0	—

BOOSTS ALLOWED: Endurance Discount, Recharge, Buff Defense POWER HELP TEXT: Hide makes you almost impossible to detect. When properly hidden a Stalker can pull off critical hits and even land a massive Assassin's Eclipse with an assassin's power. When you attack or are damaged while using this power, you will be discovered. Even if discovered, you are hard to see and retain some bonus to Defense. Unlike most stealth powers, Hide can be used at the same time as other Concealment powers, giving you even greater stealth capability. The Endurance cost is very low. EFFECTS: Stealth; 1.8% Defense versus all attacks; 3.75% Defense versus all attacks while stealthed.

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Dark Embrace	1	Toggle	100%	0'	.104	0	.67	4	0'	0°	0	—

BOOSTS ALLOWED: Endurance Discount, Recharge, Resistance POWER HELP TEXT: You tap into the energy of the Netherworld to protect yourself from damage. This Dark Embrace shrouds you and grants resistance to Lethal, Smashing, Negative Energy, and Toxic damage. Recharge: Fast
EFFECTS: 22.5% Smashing resistance; 22.5% Lethal resistance; 22.5% Toxic resistance; 22.5% Negative Energy resistance.

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Murky Cloud	3	Toggle	100%	0'	.104	0	1.17	4	0'	0°	0	—

BOOSTS ALLOWED: Endurance Discount, Recharge, Resistance POWER HELP TEXT: You create a Murky Cloud that enshrouds you. This cloud can absorb all forms of Energy, making you more resistant to Fire, Cold, Energy, and Negative Energy attacks, as well as Endurance Drain effects. Recharge: Fast
EFFECTS: 22.5% Fire resistance; 22.5% Cold resistance; 22.5% Energy resistance; 22.5% Negative Energy resistance; 69% resistance versus Endurance recovery; 69% resistance versus Endurance Drain.

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Shadow Dweller	9	Auto	100%	0'	0	0	0	0	0'	0°	0	—

BOOSTS ALLOWED: Buff Defense POWER HELP TEXT: You are a true Shadow Dweller of the Netherworld. Your affinity for the shadows grants you an inherent bonus to all Defense, as well as an increased Perception and a resistance to Immobilization. Your Perception bonus and resistance to Immobilization improve over level. Shadow Dweller is an auto power. It is always on and costs no Endurance. EFFECTS: Protection versus Immobilize 4.0; 36.3% resistance versus Immobilize ; 1.8 Defense versus all attacks; increased Perception.

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Obsidian Shield	15	Toggle	100%	0'	.104	0	1.17	4	0'	0°	0	—

BOOSTS ALLOWED: Endurance Discount, Recharge, Resistance POWER HELP TEXT: You can create a special Obsidian Shield that grants good resistance to Psionic damage. With your mind enshrouded in darkness you are protected from Sleep, Fear, Hold, Immobilize, and Disorient attacks. Recharge: Fast
EFFECTS: 37.5 Psionic resistance; protection versus Disorient 10.38; protection versus Hold 10.38; protection versus Sleep 10.38; protection versus Fear 10.38.

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Dark Regeneration	19	Click	100%	0'	33.8	0	1.17	30	20'	0°	10	AoE, Negative Energy

BOOSTS ALLOWED: Endurance Discount, Accuracy, Recharge, Heal, Damage POWER HELP TEXT: You can tap the dark essence of the Netherworld to drain a small amount of life from all enemies nearby, thus healing yourself. The more foes affected, the more you will be healed. Damage: Minor, Recharge: Slow
EFFECTS: 10.0 Negative Energy damage per target; 305.20 Heal per target.

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Cloak of Fear	27	Toggle	67%	0'	2.6	0	1.17	4	8'	0°	10	AoE, Negative Energy

BOOSTS ALLOWED: Accuracy, Recharge, Endurance Discount, Debuff To Hit, Fear POWER HELP TEXT: You can wrap yourself in a nightmarish Cloak of Fear. Foes close to you are treated to visions most horrific, forcing them to tremble in terror, attacking only if attacked, and even then at reduced Accuracy. Recharge: Fast
EFFECTS: Fear of strength 2.38; 5% To Hit decrease.

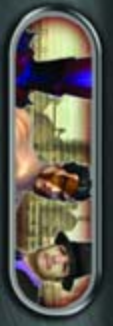
POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Oppressive Gloom	34	Toggle	100%	0'	.156	0	1.17	8	8'	0°	10	AoE, Negative Energy

BOOSTS ALLOWED: Accuracy, Recharge, Endurance Discount, Disorient POWER HELP TEXT: The Netherworld has many mutable properties, such as the Oppressive Gloom. This power allows you to use your own Hit Points to keep enemies near you Disoriented and unable to use any powers. Endurance cost for this is minimal, but the power can be dangerous to use. Recharge: Moderate EFFECTS: 100% chance for Disorient of strength 2.38 versus critters only; 5.0 unresistible damage to self every 2 seconds.

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Soul Transfer	37	Click	100%	0'	0	0	1.17	300	25'	0°	10	AoE, Negative Energy

BOOSTS ALLOWED: Recharge, Heal, Recovery, Damage, Disorient POWER HELP TEXT: Should you fall in battle, you can perform a Soul Transfer, sucking the life force of all foes around you to bring yourself back from the brink of death. The more foes nearby, the more life is restored to you. Drained foes are left Disoriented. The dark effects of this Soul Transfer will actually leave you invulnerable for a brief time, and protected from XP Debt for 20 seconds. There must be at least one foe nearby to fuel the transfer and revive yourself. Damage: Moderate, Recharge: Very Long EFFECTS: Self-resurrect; 289.14 Hit Point Heal per target; restore 30 Endurance; 50.04 Negative Energy damage; 100% chance for 10-second Disorient of strength 35.76; 90-second Experience Debt protection.





PATRON OR EPIC POWERS

BRUTE SOUL MASTERY

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Gloom	40	Click	100%	80'	10.66	0	1.1	12	0'	0°	0	Ranged, Negative Energy
BOOSTS ALLOWED: Accuracy, Damage, Recharge, Endurance Discount, Range, Debuff To Hit POWER HELP TEXT: Gloom slowly drains a target of life while reducing its Accuracy. Gloom is slower than Dark Blast, but deals more damage over time. Damage: High (DoT), Recharge: Moderate EFFECTS: 6.11 Negative Energy damage every .5 second for 4 seconds; 5% To Hit decrease for 10 seconds.												
Soul Tentacles	40	Click	100%	40'	12.74	0	1.67	20	40'	25°	10	AoE, Negative Energy, Smashing
BOOSTS ALLOWED: Accuracy, Damage, Recharge, Endurance Discount, Immobilize, Range POWER HELP TEXT: You can create a cone-shaped rift to the Netherworld that allows the souls of the damned to slip into our reality. These Soul Tentacles will snare all foes within range, Immobilizing them while they drain their life. Damage: Moderate (DoT), Recharge: Slow EFFECTS: 2.78 Negative Energy damage; 3.75 Negative Energy damage every 1 second for 8 seconds; 100% chance for a 15-second Immobilize of strength 3.57 versus critters only; 100% chance for a 10-second Immobilize of strength 3.57 versus players only.												
Dark Obliteration	43	Click	100%	80'	18.98	0	1	32	15'	0°	16	AoE, Negative Energy
BOOSTS ALLOWED: Accuracy, Damage, Recharge, Endurance Discount, Range, Debuff To Hit POWER HELP TEXT: You hurl a large blast of Negative Energy that violently explodes on impact, exposing the dark power of the Netherworld to all foes near the target. Dark Obliteration can reduce the Accuracy of all affected targets. You must be at Level 44 and have Gloom or Soul Tentacles before selecting this power. Damage: Moderate, Recharge: Slow EFFECTS: 25.02 Negative Energy damage; 5% To Hit decrease for 10 seconds.												
Summon Blood Widow	46	Click	100%	60'	26	0	3.2	900	0'	0°	0	—
BOOSTS ALLOWED: Endurance Discount, Range, Damage, Accuracy POWER HELP TEXT: Ghost Widow has assigned a beautiful but deadly Blood Widow assassin for you to command. Her weapons of choice include retractable wrist-mounted razors and darts, all tipped in deadly poison. Your access to this Blood Widow is very limited, and you can only summon her once every 15 minutes. She will leave after 4 minutes or when defeated, or when you leave a zone or mission. You must be at Level 47 and have two other Soul Mastery powers before selecting this power. Recharge: Extremely long EFFECTS: Summon Blood Widow.												
Blood Widow (Mental Training)	0	Auto	100%	0'	0	0	0	0	0'	0°	0	—
BOOSTS ALLOWED: — POWER HELP TEXT: — EFFECTS: 25% Psionic resistance; 33% Disorient, Hold, Sleep, Immobilize resistance; 50% defense versus Melee, Ranged, and AoE attacks; 100% defense versus Psionic attacks; 100% To Hit increase.												
Blood Widow (Poison Dart)	0	Click	120%	150'	6.5	0	2	12	0'	0°	0	Ranged, Lethal
BOOSTS ALLOWED: Accuracy, Damage, Endurance Discount POWER HELP TEXT: — EFFECTS: 4.51 Lethal damage; 75% chance for 4.51 Toxic damage every 1 second for 4 seconds; decrease Regeneration 100%.												
Blood Widow (Lunge)	0	Click	100%	5'	6.5	0	2.17	4	0'	0°	0	Melee, Lethal
BOOSTS ALLOWED: Accuracy, Damage, Endurance Discount POWER HELP TEXT: — EFFECTS: 56.38 Lethal damage; 80% chance for 5.63 Toxic damage every 1 second for 4 seconds; 20% Run, Jump, Fly Speed decrease for 6 seconds; 10% Recharge decrease for 4 seconds.												
Blood Widow (Swipe)	0	Click	100%	5'	4.42	0	1.33	1.5	0'	0°	0	Melee, Lethal
BOOSTS ALLOWED: Accuracy, Damage, Endurance Discount POWER HELP TEXT: — EFFECTS: 39.46 Lethal damage; 80% chance for 5.63 Toxic damage every 1 second for 3 seconds; 20% Run, Jump, Fly Speed decrease for 4 seconds; 10% Recharge decrease for 2 seconds.												
Blood Widow (Strike)	0	Click	100%	5'	5.668	0	1.33	3.2	0'	0°	0	Melee, Lethal
BOOSTS ALLOWED: Accuracy, Damage, Endurance Discount POWER HELP TEXT: — EFFECTS: 56.38 Lethal damage; 80% for 5.63 Toxic damage every 1 second for 4 seconds; 20% Run, Jump, Fly Speed decrease for 6 seconds; 10% Recharge decrease for 4 seconds.												
Blood Widow (Slash)	0	Click	100%	5'	7.332	0	2.43	4.8	0'	0°	0	Melee, Lethal
BOOSTS ALLOWED: Accuracy, Damage, Endurance Discount POWER HELP TEXT: — EFFECTS: 74.42 Lethal damage; 80% for 5.63 Toxic damage every 1 second for 4 seconds; 20% Run, Jump, Fly Speed decrease for 6 seconds; 10% Recharge decrease for 4 seconds.												
Blood Widow (Eviscerate)	0	Click	100%	5'	12.74	0	2.17	10	0'	0°	0	Melee, Lethal
BOOSTS ALLOWED: Accuracy, Damage, Endurance Discount POWER HELP TEXT: — EFFECTS: 95.85 Lethal damage; 80% for 5.63 Toxic damage every 1 second for 4 seconds; 20% Run, Jump, Fly Speed decrease for 6 seconds; 10% Recharge decrease for 4 seconds.												
Blood Widow (Spin)	0	Click	100%	0'	13	0	2.07	14	0'	0°	0	Melee, Lethal
BOOSTS ALLOWED: Accuracy, Damage, Endurance Discount POWER HELP TEXT: — EFFECTS: 56.38 Lethal damage; 80% for 5.63 Toxic damage every 1 second for 4 seconds; 20% Run, Jump, Fly Speed decrease for 6 seconds; 10% Recharge decrease for 4 seconds.												

STALKER SOUL MASTERY

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Dark Blast	40	Click	100%	80'	6.5	0	1	6	0'	0°	0	Ranged, Negative Energy
BOOSTS ALLOWED: Accuracy, Damage, Recharge, Endurance Discount, Range, Debuff To Hit POWER HELP TEXT: A long range blast of dark energy, Dark Blast deals moderate Negative Energy damage and reduces the target's Accuracy. Damage: Moderate, Recharge: Fast EFFECTS: 33.36 Negative Energy damage; additional 33.36 Lethal damage if hidden; 20% chance for additional 33.36 Lethal damage if target is Held or Sleeping; 5% To Hit decrease for 6 seconds.												
Moonbeam	40	Click	120%	150'	17.94	6	1.33	24	0'	0°	0	Ranged, Negative Energy
BOOSTS ALLOWED: Accuracy, Damage, Recharge, Endurance Discount, Range, Debuff To Hit, Interrupt POWER HELP TEXT: Moonbeam is an extremely long-range and accurate beam of Negative Energy that deals tremendous damage and reduces the target's Accuracy. This is a sniper attack; like most sniper attacks, it's best fired from a distance because it can be interrupted. Damage: Extreme, Recharge: Slow EFFECTS: 76.74 Negative Energy damage; additional 76.74 Lethal damage if hidden; 20% chance for additional 76.74 Lethal damage if target is Held or Sleeping; 5% To Hit decrease for 10 seconds.												

STALKER SOUL MASTERY CONT.

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Soul Storm	43	Click	100%	80'	10.66	0	2.17	32	0'	0°	0	Ranged, Negative Energy
BOOSTS ALLOWED: Accuracy, Recharge, Endurance Discount, Range, Hold, Damage POWER HELP TEXT: Like Ghost Widow, you can summon the souls of your victims to do your bidding. Soul Storm enraptures a single target with Hold while the life-force is drained from its body. You must be at Level 44 and have Dark Blast or Moonbeam before selecting this power. Note that you cannot get critical strikes using this power, though it enables your other attacks to make critical strikes Recharge: Slow EFFECTS: 3.67 Negative Energy damage every 1 second for 11 seconds; 100% chance for a 10-second Hold of strength 3.57 versus critters only; 100% chance for an 8-second Hold of strength 3.57 versus players only.											
Summon Night Widow	46	Click	100%	60'	26	0	3.2	900	0'	0°	0	—
BOOSTS ALLOWED: Endurance Discount, Range, Damage, Accuracy, Debuff To Hit POWER HELP TEXT: Ghost Widow has assigned a Night Widow for you to command. Night Widows are trained in stealth, infiltration, disguise, and cold-blooded murder. Most of their victims never even see them coming. Your access to this Night Widow is very limited. You can only summon her once every 15 minutes and she will leave after 4 minutes or if you exit a zone or mission. You must be at Level 47 and have two other Soul Mastery powers before selecting this power. Recharge: Extremely Long EFFECTS: Summon Night Widow.											
Night Widow (Stealth)	0	Toggle	100%	0'	0.1625	0	0.73	20	0'	0°	0	—
BOOSTS ALLOWED: — POWER HELP TEXT: — EFFECTS: Stealth; 35% Run Speed increase; 75% defense versus Melee, Ranged, and AoE attacks.												
Night Widow (Mental Training)	0	Auto	100%	0'	0	0	0	0	0'	0°	0	—
BOOSTS ALLOWED: — POWER HELP TEXT: — EFFECTS: 25% Psionic resistance; 33% Disorient, Hold, Sleep, Immobilize resistance; 50% defense versus Melee, Ranged, and AoE attacks; 100% defense versus Psionic attacks; 100% To Hit increase.												
Night Widow (Smoke Grenade)	0	Click	100%	110'	9.75	0	1.37	120	15'	0°	0	AoE
BOOSTS ALLOWED: Accuracy, Endurance Discount, Debuff To Hit POWER HELP TEXT: — EFFECTS: Perception decrease; 100% To Hit increase.												
Night Widow (Mental Blast)	0	Click	100%	70'	8.58	0	2.67	6	0'	0°	0	Ranged, Psionic
BOOSTS ALLOWED: Accuracy, Damage, Endurance Discount POWER HELP TEXT: — EFFECTS: 59.53 Psionic damage; 30% Recharge decrease for 6 seconds.												
Night Widow (Swipe)	0	Click	100%	5'	4.42	0	1.33	1.5	0'	0°	0	Melee, Lethal
BOOSTS ALLOWED: Accuracy, Damage, Endurance Discount POWER HELP TEXT: — EFFECTS: 39.46 Lethal damage; 80% chance for 5.63 Toxic damage every 1 second for 3 seconds; 20% Run, Jump, Fly Speed decrease for 4 seconds; 10% Recharge decrease for 2 seconds.												
Night Widow (Lunge)	0	Click	100%	5'	6.5	0	2.17	4	0'	0°	0	Melee, Lethal
BOOSTS ALLOWED: Accuracy, Damage, Endurance Discount POWER HELP TEXT: — EFFECTS: 56.38 Lethal damage; 80% chance for 5.63 Toxic damage every 1 second for 4 seconds; 20% Run, Jump, Fly Speed decrease for 6 seconds; 10% Recharge decrease for 4 seconds.												
Night Widow (Strike)	0	Click	100%	5'	5.668	0	1.33	3.2	0'	0°	0	Melee, Lethal
BOOSTS ALLOWED: Accuracy, Damage, Endurance Discount POWER HELP TEXT: — EFFECTS: 56.38 Lethal damage; 80% for 5.63 Toxic damage every 1 second for 4 seconds; 20% Run, Jump, Fly Speed decrease for 6 seconds; 10% Recharge decrease for 4 seconds.												
Night Widow (Slash)	0	Click	100%	5'	7.332	0	2.43	4.8	0'	0°	0	Melee, Lethal
BOOSTS ALLOWED: Accuracy, Damage, Endurance Discount POWER HELP TEXT: — EFFECTS: 74.42 Lethal damage; 80% for 5.63 Toxic damage every 1 second for 4 seconds; 20% Run, Jump, Fly Speed decrease for 6 seconds; 10% Recharge decrease for 4 seconds.												

CORRUPTOR SOUL MASTERY

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Soul Drain	40	Click	120%	0'	19.5	0	2.37	240	10'	0°	7	AoE, Negative Energy
BOOSTS ALLOWED: Accuracy, Damage, Recharge, Endurance Discount, Buff To Hit POWER HELP TEXT: Using this power, you can drain the essence of all nearby foes' souls, thus increasing your own strength. Each affected foe will lose some Hit Points and add to your damage and Accuracy. Damage: Moderate, Recharge: Very Long EFFECTS: 41.7 Negative Energy damage; Scourge—additional 41.7 Negative Energy damage versus critters only; Scourge—additional 41.7 unresistible Negative Energy damage versus players only; 3.5% To Hit decrease for 30 seconds; 10.62 damage increase for 30 seconds.											
Dark Embrace	40	Toggle	100%	0'	0.1625	0	0.67	4	0'	0°	0	—
BOOSTS ALLOWED: Endurance Discount, Recharge, Resistance POWER HELP TEXT: You tap into the energy of the Netherworld to protect yourself from damage. This Dark Embrace shrouds you and grants resistance to Lethal, Smashing, Negative Energy, and Toxic damage. Recharge: Fast EFFECTS: 20.62 Smashing resistance; 20.62 Lethal resistance; 11.25 Toxic resistance; 11.25 Negative Energy resistance.												
Soul Storm	43	Click	100%	80'	10.66	0	2.17	32	0'	0°	0	Ranged, Negative Energy
BOOSTS ALLOWED: Accuracy, Recharge, Endurance Discount, Range, Hold, Damage POWER HELP TEXT: Like Ghost Widow, you can summon the souls of your victims to do your bidding. Soul Storm enraptures a single target with Hold while the life-force is drained from its body. You must be at Level 44 and have Soul Drain or Dark Embrace before selecting this power. Recharge: Slow EFFECTS: 4.58 Negative Energy damage every 1 second for 11 seconds; Scourge—additional 4.58 Negative Energy damage every 1 second for 11 seconds versus critters only; Scourge—additional 4.58 unresistible Negative Energy damage every 1 second for 11 seconds versus players only; 100% chance for a 10-second Hold of strength 4.62 versus critters only; 100% chance for an 8-second Hold of strength 4.62 versus players only.												

CORRUPTOR SOUL MASTERY CONT.

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Summon Fortunata Mistress	46	Click	100%	60'	26	0	3.2	900	0'	0°	0	—
BOOSTS ALLOWED: Endurance Discount, Range, Damage, Accuracy, Knockback, Immobilize, Sleep, Disorient POWER HELP TEXT: Ghost Widow has assigned a Fortunata Mistress for you to command. Arguably the most powerful of the Fortunatas, these rare few have mastered numerous psychic abilities and risen to the top of Lord Recluse's beautiful Black Widows. Your access to this Fortunata is very limited. You can only summon her once every 15 minutes, and she will leave after 4 minutes or if you exit a zone or mission. You must be at Level 47 and have two other Soul Mastery powers before selecting this power. Recharge: Extremely Long EFFECTS: Summon Fortunata Mistress.											
Fortunata Mistress (Mental Training)	0	Auto	100%	0'	0	0	0	0	0'	0°	0	—
BOOSTS ALLOWED: — POWER HELP TEXT: — EFFECTS: 25% Psionic resistance; 33% Disorient, Hold, Sleep, Immobilize resistance; 50% defense versus Melee, Ranged, and AoE attacks; 100% defense versus Psionic attacks; 100% To Hit increase.												
Fortunata Mistress (Telekinetic Blast)	0	Click	100%	100'	7.8	0	1	4	0'	0°	0	Ranged, Smashing, Psionic
BOOSTS ALLOWED: Accuracy, Damage, Endurance Discount, Knockback POWER HELP TEXT: — EFFECTS: 45.1 Smashing damage; 28.86 Psionic damage; 60% chance to Knockback.												
Fortunata Mistress (Subdue)	0	Click	100%	100'	7.8	0	1.67	8	0'	0°	0	Ranged, Psionic
BOOSTS ALLOWED: Accuracy, Damage, Endurance Discount, Immobilize POWER HELP TEXT: — EFFECTS: 45.1 Psionic damage; 80% chance for a 6-second Immobilize of strength 4.62 versus critters only; 80% chance for a 4-second Immobilize of strength 4.62 versus players only.												
Fortunata Mistress (Will Domination)	0	Click	100%	100'	12.74	0	1.1	14	0'	0°	0	Ranged, Psionic
BOOSTS ALLOWED: Accuracy, Damage, Endurance Discount, Sleep POWER HELP TEXT: — EFFECTS: 88.39 Psionic damage; 80% chance for a 10-second Immobilize of strength 3.08 versus critters only; 80% chance for an 8-second Immobilize of strength 3.08 versus players only.												
Fortunata Mistress (Scramble Thoughts)	0	Click	100%	100'	13	0	3	20	0'	0°	0	Ranged, Psionic
BOOSTS ALLOWED: Accuracy, Damage, Endurance Discount, Disorient POWER HELP TEXT: — EFFECTS: 11.27 Psionic damage; 50% chance for a 6-second Immobilize of strength 3.08 versus critters only; 50% chance for a 4-second Immobilize of strength 3.08 versus players only.												
Fortunata Mistress (Psychic Wail)	0	Click	120%	0'	26	0	1.97	360	25'	0°	0	AoE, Psionic
BOOSTS ALLOWED: Accuracy, Damage, Endurance Discount, Disorient POWER HELP TEXT: — EFFECTS: 67.65 Psionic damage; 50% chance for additional 22.55 Psionic damage; 10% chance for a 10-second Immobilize of strength 3.08 versus critters only; 10% chance for an 8-second Immobilize of strength 3.08 versus players only; 50% Recharge reduction for 20 seconds.												

DOMINATOR SOUL MASTERY

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Dark Consumption	40	Click	100%	0'	0.65	0	1.03	360	8'	0°	10	AoE, Negative Energy
BOOSTS ALLOWED: Accuracy, Damage, Recharge, Recovery, Taunt POWER HELP TEXT: The dark power of the Netherworld allows you to tap the essence of your foe's soul and transfer it to yourself. This will drain the Hit Points of your enemy and add to your Endurance. Damage: Moderate, Recharge: Very Long EFFECTS: 28.9 Negative Energy damage; 25 point increase to caster's endurance.												
Dark Embrace	40	Toggle	100%	0'	0.1625	0	0.67	4	0'	0°	0	—
BOOSTS ALLOWED: Endurance Discount, Recharge, Resistance POWER HELP TEXT: You tap into the energy of the Netherworld to protect yourself from damage. This Dark Embrace shrouds you and grants resistance to Lethal, Smashing, Negative Energy, and Toxic damage. Recharge: Fast EFFECTS: 20.62 Smashing resistance; 20.62 Lethal resistance; 11.25 Toxic resistance; 11.25 Negative Energy resistance.												
Dark Obliteration	43	Click	100%	80'	18.98	0	1	32	15'	0°	16	AoE, Negative Energy
BOOSTS ALLOWED: Accuracy, Damage, Recharge, Endurance Discount, Range, Debuff To Hit POWER HELP TEXT: You hurl a large blast of Negative Energy that violently explodes on impact, exposing the dark power of the Netherworld to all foes near the target. Dark Obliteration can reduce the Accuracy of all affected targets. You must be at Level 44 and have Dark Consumption or Dark Embrace before selecting this power. Damage: Moderate, Recharge: Slow EFFECTS: 32.53 Negative Energy damage; 5% To Hit decrease for 10 seconds.												
Summon Fortunata Seer	46	Click	100%	60'	26	0	3.2	900	0'	0°	0	—
BOOSTS ALLOWED: Endurance Discount, Range, Damage, Accuracy, Immobilize POWER HELP TEXT: Ghost Widow has assigned a Fortunata Seer for you to command. Fortunata Seers can glimpse moments into the future. They use this ability to increase the Perception of their teammate. Your access to this Fortunata Seer is very limited. You can only summon her once every 15 minutes, and she will leave after 4 minutes or if you exit a zone or mission. You must be at Level 47 and have two other Soul Mastery powers before selecting this power. Recharge: Extremely Long EFFECTS: Summon Fortunata Seer.												
Fortunata Seer (Mental Training)	0	Auto	100%	0'	0	0	0	0	0'	0°	0	—
BOOSTS ALLOWED: — POWER HELP TEXT: — EFFECTS: 25% Psionic resistance; 33% Disorient, Hold, Sleep, Immobilize resistance; 50% Defense versus Melee, Ranged, and AoE attacks; 100% defense versus Psionic attacks; 100% To Hit increase.												
Fortunata Seer (Mind Link)	0	Auto	100%	0'	0	0	0	0	35'	0°	0	—
BOOSTS ALLOWED: — POWER HELP TEXT: — EFFECTS: Perception increase; 73% Confuse resistance.												
Fortunata Seer (Mind Probe)	0	Click	100%	5'	8.528	0	1.17	8	0'	0°	0	Melee, Psionic
BOOSTS ALLOWED: Accuracy, Damage, Endurance Discount POWER HELP TEXT: — EFFECTS: 92.47 Psionic damage; 40% Recharge decrease for 6 seconds.												

DOMINATOR SOUL MASTERY CONT.

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Fortunata Seer (Psionic Dart)	0	Click	100%	100'	5.2	0	1.33	1.5	0'	0°	0	Ranged, Psionic
BOOSTS ALLOWED: Accuracy, Damage, Endurance Discount POWER HELP TEXT: — EFFECTS: 27.06 Psionic damage; 30% Recharge decrease for 5 seconds.												
Fortunata Seer (Mental Blast)	0	Click	100%	100'	5.2	0	2.67	4	0'	0°	0	Ranged, Psionic
BOOSTS ALLOWED: Accuracy, Damage, Endurance Discount POWER HELP TEXT: — EFFECTS: 45.1 Psionic damage; 30% Recharge decrease for 6 seconds.												
Fortunata Seer (Psionic Lance)	0	Click	120%	100'	7.8	0	1	7	0'	0°	0	Ranged, Psionic
BOOSTS ALLOWED: Accuracy, Damage, Endurance Discount POWER HELP TEXT: — EFFECTS: 66.74 Psionic damage; 15% Recharge decrease for 10 seconds.												
Fortunata Seer (Subdue)	0	Click	100%	100'	7.8	0	1.67	8	0'	0°	0	Ranged, Psionic
BOOSTS ALLOWED: Accuracy, Damage, Endurance Discount, Immobilize POWER HELP TEXT: — EFFECTS: 45.1 Psionic damage; 80% chance for a 6-second Immobilize of strength 4.62 for 3 seconds.												

MASTERMIND SOUL MASTERY

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Night Fall	40	Click	100%	60'	16.38	0	2	20	60'	20°	10	AoE, Negative Energy
BOOSTS ALLOWED: Accuracy, Damage, Recharge, Endurance Discount, Debuff To Hit, Range POWER HELP TEXT: Night Fall unleashes a cone-shaped burst of particles from the Netherworld. All targets within the modest range of this power take Negative Energy damage and have reduced Accuracy. Damage: Moderate (DoT), Recharge: Slow EFFECTS: 3.36 Negative Energy damage every .3 second for 3 seconds; 5% To Hit decrease for 10 seconds.												
Dark Embrace	40	Toggle	100%	0'	0.1625	0	0.67	4	0'	0°	0	—
BOOSTS ALLOWED: Endurance Discount, Recharge, Resistance POWER HELP TEXT: You tap into the energy of the Netherworld to protect yourself from damage. This Dark Embrace shrouds you and grants resistance to Lethal, Smashing, Negative Energy, and Toxic damage. Recharge: Fast EFFECTS: 20.62 Smashing resistance; 20.62 Lethal resistance; 11.25 Toxic resistance; 11.25 Negative Energy resistance.												
Soul Tentacles	43	Click	100%	40'	12.74	0	1.67	20	40'	25°	10	AoE, Negative Energy, Smashing
BOOSTS ALLOWED: Accuracy, Damage, Recharge, Endurance Discount, Immobilize, Range POWER HELP TEXT: You can create a cone-shaped rift to the Netherworld that allows the souls of the damned to slip into our reality. These Soul Tentacles will snare all foes within range, Immobilizing them while they drain their life. You must be at Level 44 and have Night Fall or Dark Embrace before selecting this power. Damage: Moderate (DoT), Recharge: Slow EFFECTS: 4.12 Negative Energy damage; 3.05 Negative Energy damage every 1 second for 8 seconds; 100% chance for a 15-second Immobilize of strength 3.57 versus critters only; 100% chance for a 10-second Immobilize of strength 3.57 versus players only.												
Soul Storm	46	Click	100%	80'	10.66	0	2.17	32	0'	0°	0	Ranged, Negative Energy
BOOSTS ALLOWED: Accuracy, Recharge, Endurance Discount, Range, Hold, Damage POWER HELP TEXT: Like Ghost Widow, you can summon the souls of your victims to do your bidding. Soul Storm enraptures a single target with Hold while the life-force is drained from its body. You must be at Level 47 and have two other Soul Mastery powers before selecting this power. Recharge: Slow EFFECTS: 3.36 Negative Energy damage every 1 second for 11 seconds; 100% chance for a 10-second Hold of strength 3.57 versus critters only; 100% chance for an 8-second Hold of strength 3.57 versus players only.												

BRUTE MACE MASTERY

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Mace Blast	40	Click	105%	80'	8.58	0	2	9	0'	0°	0	Ranged, Smashing, Energy
BOOSTS ALLOWED: Accuracy, Damage, Recharge, Endurance Discount, Range, Knockback POWER HELP TEXT: The Executioner's Mace is capable of firing a powerful bolt of kinetic energy. The blast is powerful enough that it may knock some foes back. Arachnos Bane Spider Troopers call this the Power Blast. The Arbiters who invented it scoff at this simple term. Damage: Heavy, Recharge: Fast EFFECTS: 18.35 Smashing damage; 18.35 Energy damage; 30% chance for a Knockdown.												
Web Envelope	40	Click	105%	80'	12.74	0	2	20	15'	0°	10	AoE
BOOSTS ALLOWED: Accuracy, Recharge, Endurance Discount, Immobilize, Range POWER HELP TEXT: The Executioner's Mace can lob a modified web grenade. Upon impact, the web grenade expels a strong, sinuous, and very sticky substance that can Immobilize most targets in a wide area. This non-lethal device deals no damage and does not prevent targets from attacking, although their attack rate is slowed. The web can bring down flying entities and halts jumping. Recharge: Slow EFFECTS: 100% chance for a 15-second Immobilize of strength 3.57 for critters only; 100% chance for a 10-second Immobilize of strength 3.57 for players only; 20% Run, Fly, and Jump Speed decrease for 15 seconds; 20% Recharge decrease for 15 seconds.												
Disruptor Blast	43	Click	105%	80'	18.98	0	2	32	15'	0°	16	AoE, Smashing, Energy
BOOSTS ALLOWED: Accuracy, Damage, Recharge, Endurance Discount, Range, Knockback POWER HELP TEXT: The Disruptor Blast fires a tremendous charge of kinetic energy from your Executioner's Mace. This charge is so powerful it will explode on impact, blasting all nearby foes. Some affected foes may be knocked back by the force of the blast. You must be at Level 44 and have Mace Blast or Web Envelope before selecting this power. Damage: Moderate, Recharge: Long EFFECTS:												





BRUTE MACE MASTERY CONT.

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Summon Arachnobot Blaster	46	Click	100%	60'	26	0	3.03	900	0'	0°	0	—
BOOSTS ALLOWED: Endurance Discount, Range, Accuracy, Damage, Knockback, Immobilize POWER HELP TEXT: Black Scorpion has granted you an Arachnobot Blaster for you to command. Arachnobot Blasters were created by Arachnos Orb Weavers to take down particularly powerful super-powered threats. Your access to this Arachnobot is very limited. You can only summon it once every 15 minutes, and it will leave after 4 minutes or if you exit a zone or mission. You must be at Level 47 and have two other Mace Mastery powers before selecting this power. Recharge: Extremely Long EFFECTS: Summon Arachnobot Blaster.											
Arachnobot Blaster (Energy Pulse)	0	Click	100%	80'	6.5	0	1.7	6	0'	0°	0	Ranged, Energy
BOOSTS ALLOWED: Accuracy, Damage, Endurance Discount, Knockback POWER HELP TEXT: — EFFECTS: 22.09 Energy damage every .5 second for 2 seconds; 20% chance for a Knockback.												
Arachnobot Blaster (Energy Blast)	0	Click	100%	60'	8.58	0	1.53	10	0'	0°	0	Ranged, Energy
BOOSTS ALLOWED: Accuracy, Damage, Endurance Discount, Knockback POWER HELP TEXT: — EFFECTS: 88.39 Smashing damage; 60% chance for a Knockback.												
Arachnobot Blaster (Sweep Area)	0	Click	100%	40'	12.74	0	1.7	30	40'	50°	0	AoE, Energy
BOOSTS ALLOWED: Accuracy, Damage, Endurance Discount POWER HELP TEXT: — EFFECTS: 21.78 Energy damage every .5 second for 2 seconds.												
Arachnobot Blaster (Claw)	0	Click	100%	5'	5.46	0	0.67	3	0'	0°	0	Melee, Lethal
BOOSTS ALLOWED: Accuracy, Damage, Endurance Discount POWER HELP TEXT: — EFFECTS: 47.36 Lethal damage.												
Arachnobot Blaster (Web)	0	Click	100%	80'	13	0	1.17	30	0'	0°	0	Ranged
BOOSTS ALLOWED: Accuracy, Endurance Discount, Immobilize POWER HELP TEXT: — EFFECTS: 100% chance for a 15-second Immobilize of strength 4.62 for critters only; 100% chance for a 10-second Immobilize of strength 4.62 for players only; 50% Run, Fly, and Jump Speed decrease for 15 seconds; 50% Recharge decrease for 15 seconds; disable Fly.												
Arachnobot Blaster (Resistance)	0	Auto	100%	0'	0	0	0	0	0'	0°	0	—
BOOSTS ALLOWED: — POWER HELP TEXT: — EFFECTS: 20% Smashing, Lethal resistance; 30% Psionic resistance; 50% Recharge increase.												
Arachnobot Blaster (Power Jumping)	0	Auto	100%	0'	0	0	0	0	0'	0°	0	—
BOOSTS ALLOWED: — POWER HELP TEXT: — EFFECTS: 5% Jump Speed increase.												

STALKER MACE MASTERY

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Mace Blast	40	Click	105%	80'	6.5	0	2	6	0'	0°	0	Ranged, Smashing, Energy
BOOSTS ALLOWED: Accuracy, Damage, Recharge, Endurance Discount, Range, Knockback POWER HELP TEXT: The Bane Mace is capable of firing a bolt of kinetic energy. The blast is powerful enough that it may knock back some foes. Arachnos Bane Spider Troopers call this the Power Blast. The Arbiters who invented it scoff at this simple term. Damage: Moderate, Recharge: Fast EFFECTS: 16.68 Smashing damage; 16.68 Energy damage; additional 33.36 Energy damage if hidden; 20% chance for additional 33.36 Energy damage if target is Held or Sleeping; 20% chance for a Knockdown.											
Mace Beam	40	Click	125%	150'	17.94	6	2	24	0'	0°	0	Ranged, Smashing, Energy
BOOSTS ALLOWED: Accuracy, Damage, Recharge, Endurance Discount, Range, Debuff To Hit, Interrupt, Knockback POWER HELP TEXT: This power fires an extremely long-range, accurate beam of kinetic energy from the Bane Mace that deals tremendous damage and knocks the target back. This is a sniper attack, best fired from a distance because it can be interrupted. Damage: Extreme, Recharge: Slow EFFECTS: 38.37 Smashing damage; 38.37 Energy damage; additional 76.74 Energy damage if hidden; 20% chance for additional 76.74 Energy damage if target is Held or Sleeping; 100% chance for a Knockback.											
Web Cocoon	43	Click	105%	60'	10.66	0	2	32	0'	0°	0	Ranged
BOOSTS ALLOWED: Accuracy, Recharge, Endurance Discount, Range, Hold, Slow POWER HELP TEXT: The Bane Mace can fire a more powerful version of the common web grenade. The sinewy fibers of this grenade are strong enough to completely Hold one target. Targets able to resist the Hold are still likely to have their attack and movement speed dramatically slowed. Web Cocoon can also bring down flying targets and prevent foes from jumping. You must be at Level 44 and have Mace Blast or Mace before selecting this power. Recharge: Long EFFECTS: 100% chance for a 10-second Hold of strength 3.57 versus critters only; 100% chance for an 8-second Hold of strength 3.57 versus players only; 50% Run, Fly, and Jump Speed decrease for 15 seconds; 50% Recharge decrease for 15 seconds; disable Fly.											
Summon Arachnobot Spiderlings	46	Click	100%	60'	26	0	3.03	900	0'	0°	0	—
BOOSTS ALLOWED: Endurance Discount, Range, Accuracy, Damage, Debuff Defense POWER HELP TEXT: Black Scorpion has granted you access to a small squadron of Arachnobot Spiderlings. Three Spiderlings that are one level less than you will show up when summoned. Your access to these Arachnobots is very limited. You can only summon them once every 15 minutes, and they will leave after 4 minutes or if you exit a zone or mission. You must be at Level 47 and have two other Mace Mastery powers before selecting this power. Recharge: Extremely Long EFFECTS: Summon Arachnobot Spiderlings.											
Arachnobot Spiderling (Chain Gun)	0	Click	100%	80'	5.46	0	1.7	3.8	0'	0°	0	Ranged, Lethal
BOOSTS ALLOWED: Accuracy, Damage, Endurance Discount, Debuff Defense POWER HELP TEXT: — EFFECTS: 12.62 Lethal damage every .3 second for 2 seconds; 10% defense decrease for 5 seconds.												
Arachnobot Spiderling (Claw)	0	Click	100%	5'	4.42	0	0.67	2	0'	0°	0	Melee, Lethal
BOOSTS ALLOWED: Accuracy, Damage, Endurance Discount POWER HELP TEXT: — EFFECTS: 38.34 Lethal damage.												

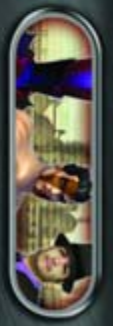
STALKER MACE MASTERY CONT.

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Arachnobot Spiderling (Resistance)	0	Auto	100%	0'	0	0	0	0	0'	0°	0	—
BOOSTS ALLOWED: — POWER HELP TEXT: — EFFECTS: 20% Smashing, Lethal resistance; 30% Psionic resistance; 50% Recharge increase.												
Arachnobot Spiderling (Power Jumping)	0	Auto	100%	0'	0	0	0	0	0'	0°	0	—
BOOSTS ALLOWED: — POWER HELP TEXT: — EFFECTS: 5% Jump Speed increase.												

CORRUPTOR MACE MASTERY

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Web Envelope	40	Click	105%	80'	12.74	0	2	20	15'	0°	10	AoE
BOOSTS ALLOWED: Accuracy, Recharge, Endurance Discount, Immobilize, Range POWER HELP TEXT: The Executioner's Mace can lob a modified web grenade. Upon impact, the web grenade expels a strong, sinuous, and very sticky substance that can Immobilize most targets in a wide area. This non-lethal device deals no damage and does not prevent targets from attacking, although their attack rate is slowed. The web can bring down flying entities and halts jumping. Recharge: Slow EFFECTS: 100% chance for a 15-second Immobilize of strength 3.57 for critters only; 100% chance for a 10-second Immobilize of strength 3.57 for players only; 20% Run, Fly, and Jump Speed decrease for 15 seconds; 20% Recharge decrease for 15 seconds; 13.12 Toxic resistance.											
Scorpion Shield	40	Toggle	100%	0'	0.1625	0	2	4	0'	0°	0	—
BOOSTS ALLOWED: Endurance Discount, Recharge, Buff Defense POWER HELP TEXT: Black Scorpion's technologies are impressive, indeed. This energy shield grants you Defense to Lethal, Smashing, and Energy attacks and improves your resistance to Toxic damage. Recharge: Fast EFFECTS: 11.25 Defense versus Smashing attacks; 11.25 Defense versus Lethal attacks; 7.25 Defense versus Energy attacks; 13.12 Toxic resistance.												
Web Cocoon	43	Click	105%	60'	10.66	0	2	32	0'	0°	0	Ranged
BOOSTS ALLOWED: Accuracy, Recharge, Endurance Discount, Range, Hold, Slow POWER HELP TEXT: The Bane Mace can fire a more powerful version of the common web grenade. The sinewy fibers of this grenade are strong enough to completely Hold one target. Targets able to resist the Hold are still likely to have their attack and movement speed dramatically slowed. Web Cocoon can also bring down flying targets and prevent foes from jumping. You must be at Level 44 and have Web Envelope or Scorpion Shield before selecting this power. Recharge: Long EFFECTS: 100% chance for a 10-second Hold of strength 3.57 versus critters only; 100% chance for an 8-second Hold of strength 3.57 versus players only; 50% Run, Fly, and Jump Speed decrease for 15 seconds; 50% Recharge decrease for 15 seconds; disable Fly.												
Summon Arachnobot Disruptor	46	Click	100%	60'	26	0	3.03	900	0'	0°	0	—
BOOSTS ALLOWED: Endurance Discount, Range, Accuracy, Damage, Recovery, Immobilize, Hold POWER HELP TEXT: Black Scorpion has granted you an Arachnobot Disruptor for you to command. Arachnobots were created by Arachnos Orb Weavers to take down particularly powerful super-powered threats. Your access to this Arachnobot is very limited. You can only summon it once every 15 minutes, and it will leave after 4 minutes or if you exit a zone or mission. You must be at Level 47 and have two other Mace Mastery powers before selecting this power. Recharge: Extremely Long EFFECTS: Summon Arachnobot Disruptor.												
Arachnobot Disruptor (Disruptor Bolt)	0	Click	100%	80'	6.5	0	1.67	6	0'	0°	0	Ranged, Energy
BOOSTS ALLOWED: Accuracy, Damage, Endurance Discount, Recovery POWER HELP TEXT: — EFFECTS: 59.53 Energy damage; drains 6 Endurance versus critters only; drains 1.5 Endurance versus players only; 100% chance to decrease 100% Endurance recovery for 4 seconds.												
Arachnobot Disruptor (Disruptor Blast)	0	Click	100%	80'	12.74	0	1.67	30	15'	0°	0	AoE, Energy
BOOSTS ALLOWED: Accuracy, Damage, Endurance Discount, Recovery POWER HELP TEXT: — EFFECTS: 13.53 Energy damage; 9.02 Energy damage every 1 second for 4 seconds; drains 3.75 Endurance versus critters only; drains 1 Endurance versus players only; 100% chance to decrease 100% Endurance recovery for 4 seconds.												
Arachnobot Disruptor (Disruptor Tesla)	0	Click	100%	80'	8.58	0	2	30	0'	0°	0	Ranged, Energy
BOOSTS ALLOWED: Accuracy, Damage, Endurance Discount, Recovery, Hold POWER HELP TEXT: — EFFECTS: 6.76 Energy damage; 100% chance for an 8-second Hold of strength 4.62 versus critters only; 100% chance for a 6-second Hold of strength 4.62 versus players only; drains 6 Endurance versus critters only; drains 1.5 Endurance versus players only; 100% chance to decrease 100% Endurance recovery for 8 seconds.												
Arachnobot Disruptor (Claw)	0	Click	100%	5'	2.34	0	0.67	4	0'	0°	0	Melee, Lethal
BOOSTS ALLOWED: Accuracy, Damage, Endurance Discount POWER HELP TEXT: — EFFECTS: 56.38 Lethal damage.												
Arachnobot Disruptor (Web Spitter)	0	Click	100%	80'	13	0	1.67	60	10'	0°	0	AoE
BOOSTS ALLOWED: Accuracy, Endurance Discount, Immobilize POWER HELP TEXT: — EFFECTS: 100% chance for a 12-second Immobilize of strength 4.62 for critters only; 100% chance for an 8-second Immobilize of strength 4.62 for critters only; 20% Run, Fly, and Jump Speed decrease for 15 seconds; 20% Recharge decrease for 15 seconds; disable Fly.												
Arachnobot Disruptor (Resistance)	0	Auto	100%	0'	0	0	0	0	0'	0°	0	—
BOOSTS ALLOWED: — POWER HELP TEXT: — EFFECTS: 10% Smashing, Lethal resistance; 20% Energy resistance; 30% Psionic resistance.												
Arachnobot Disruptor (Power Jumping)	0	Auto	100%	0'	0	0	0	10	0'	0°	0	—
BOOSTS ALLOWED: — POWER HELP TEXT: — EFFECTS: 5% Jump Speed increase.												





DOMINATOR MACE MASTERY

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Poisonous Ray	40	Click	105%	80'	13	0	2	24	0'	0°	0	Ranged
BOOSTS ALLOWED: Accuracy, Endurance Discount, Range, Recharge, Debuff Defense POWER HELP TEXT: The Bane Mace can fire a nasty poison ray. This toxin is suspended in a polarized plasma field and delivered like an energy blast. Upon impact, the toxin directly attacks the immune system, reducing the affected targets' Defense and damage resistance as it deals Toxic damage. Damage: Moderate, Recharge: Slow EFFECTS: 18.07 Energy damage; 1.8 Toxic damage every 1 second for 10 seconds; 15% To Hit decrease for 30 seconds; 15% resistance to all resistances for 30 seconds.											
Scorpion Shield	40	Toggle	100%	0'	0.1625	0	2	4	0'	0°	0	—
BOOSTS ALLOWED: Endurance Discount, Recharge, Buff Defense POWER HELP TEXT: Black Scorpion's technologies are impressive, indeed. This energy shield grants you Defense to Lethal, Smashing, and Energy attacks and improves your damage resistance to Toxic damage. Recharge: Fast EFFECTS: 11.25 Defense versus Smashing attacks; 11.25 Defense versus Lethal attacks; 7.25 Defense versus Energy attacks; 13.12 Toxic resistance.												
Disruptor Blast	43	Click	105%	80'	18.98	0	2	32	15'	—°	16	AoE, Smashing, Energy
BOOSTS ALLOWED: Accuracy, Damage, Recharge, Endurance Discount, Range, Knockback POWER HELP TEXT: This power fires a tremendous charge of kinetic energy from your Bane Mace. This charge is so powerful it will explode on impact, blasting all nearby foes. Some affected foes may be knocked back by the force of the blast. You must be at Level 44 and have Poisonous Ray or Scorpion Shield before selecting this power. Damage: Moderate, Recharge: Long EFFECTS: 18.07 Smashing damage; 18.07 Energy damage; 20% chance for a Knockback.												
Summon Toxic Tarantula	46	Click	100%	60'	26	0	3.03	900	0'	0°	0	—
BOOSTS ALLOWED: Endurance Discount, Range, Accuracy, Damage, Slow, Debuff Defense POWER HELP TEXT: Black Scorpion has granted you a Toxic Tarantula for you to command. Weaver One developed the Tarantula Exoskeleton Armor, which so radically transforms an Arachnos troop that hardly anything human is recognizable. Your access to this Tarantula is very limited. You can only summon it once every 15 minutes, and it will leave after 4 minutes or if you exit a zone or mission. You must be at Level 47 and have two other Mace Mastery powers before selecting this power. Recharge: Extremely Long EFFECTS: Summon Toxic Tarantula.												
Toxic Tarantula (Venom Bolt)	0	Click	100%	80'	6.5	0	1.53	4	0'	0°	0	Ranged, Energy
BOOSTS ALLOWED: Accuracy, Damage, Endurance Discount POWER HELP TEXT: — EFFECTS: 45.1 Energy damage; 1.48 Toxic damage every .7 second for 6 seconds; disable Fly.												
Toxic Tarantula (Venom Burst)	0	Click	100%	60'	10.66	0	1.7	30	10'	0°	0	AoE, Energy
BOOSTS ALLOWED: Accuracy, Damage, Endurance Discount, Slow, Debuff Defense POWER HELP TEXT: — EFFECTS: 13.53 Energy damage; 4.51 Toxic damage every .7 second for 6 seconds; 20% Run, Fly, and Jump Speed decrease for 6 seconds; 10% Recharge decrease for 6 seconds; 10% Defense decrease for 6 seconds.												
Toxic Tarantula (Toxic Claw Pierce)	0	Click	100%	5'	6.5	0	0.67	4	0'	0°	0	Ranged, Lethal
BOOSTS ALLOWED: Accuracy, Damage, Endurance Discount POWER HELP TEXT: — EFFECTS: 33.83 Lethal damage; 6.76 Toxic damage every 1 second for 5 seconds.												
Toxic Tarantula (Toxic Claw Shred)	0	Click	100%	10'	10.66	0	0.83	16	10'	45°	0	AoE, Lethal
BOOSTS ALLOWED: Accuracy, Damage, Endurance Discount POWER HELP TEXT: — EFFECTS: 33.83 Lethal damage; 6.76 Toxic damage every 1 second for 5 seconds.												
Toxic Tarantula (Web)	0	Click	100%	80'	13	0	1.17	30	0'	0°	0	Ranged
BOOSTS ALLOWED: Accuracy, Endurance Discount, Immobilize POWER HELP TEXT: — EFFECTS: 100% chance for a 15-second Immobilize of strength 4.62 for critters only; 100% chance for a 10-second Immobilize of strength 4.62 for players only; 50% Run, Fly, and Jump Speed decrease for 15 seconds; 50% Recharge decrease for 15 seconds; disable Fly.												
Toxic Tarantula (Armored Exoskeleton)	0	Auto	100%	0'	0	0	0	0	0'	0°	0	—
BOOSTS ALLOWED: — POWER HELP TEXT: — EFFECTS: 10% Smashing, Lethal resistance; 40% Toxic resistance.												

MASTERMIND MACE MASTERY

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Web Envelope	40	Click	105%	80'	12.74	0	2	20	15'	—°	10	AoE
BOOSTS ALLOWED: Accuracy, Recharge, Endurance Discount, Immobilize, Range POWER HELP TEXT: The Nullifier Mace can lob a modified web grenade. Upon impact, the web grenade expels a strong, sinuous, and very sticky substance that can Immobilize most targets in a wide area. This non-lethal device deals no damage and does not prevent targets from attacking, although their attack rate is slowed. The web can bring down flying entities and halts jumping. Recharge: Slow EFFECTS: 100% chance for a 15-second Immobilize of strength 3.57 for critters only; 100% chance for a 10-second Immobilize of strength 3.57 for players only; 20% Run, Fly, and Jump Speed decrease for 15 seconds; 20% Recharge decrease for 15 seconds.											
Scorpion Shield	40	Toggle	100%	0'	0.1625	0	2	4	0'	0°	0	—
BOOSTS ALLOWED: Endurance Discount, Recharge, Buff Defense POWER HELP TEXT: Black Scorpion's technologies are impressive, indeed. This energy shield grants you Defense to Lethal, Smashing, and Energy attacks and improves your damage resistance to Toxic damage. Recharge: Fast EFFECTS: 11.25 Defense versus Smashing attacks; 11.25 Defense versus Lethal attacks; 7.25 Defense versus Energy attacks; 13.12 Toxic resistance.												

MASTERMIND MACE MASTERY CONT.

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Mace Beam Volley	43	Click	105%	50'	18.98	0	2	32	50'	35°	0	AoE, Smashing, Energy

BOOSTS ALLOWED: Accuracy, Damage, Recharge, Endurance Discount, Range, Knockback POWER HELP TEXT: Fires a volley of multiple kinetic energy blasts from your Nullifier Mace. These blasts spread out in a wide cone and are powerful enough to knock down some foes. You must be at Level 44 and have Web Envelope or Scorpion Shield before selecting this power. Damage: Moderate, Recharge: Long EFFECTS: 15.29 Smashing damage; 15.29 Energy damage; 30% chance for a Knockback

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Web Cocoon	46	Click	105%	60'	10.66	0	2	32	0'	0°	0	Ranged

BOOSTS ALLOWED: Accuracy, Recharge, Endurance Discount, Range, Hold, Slow POWER HELP TEXT: The Bane Mace can fire a more powerful version of the common web grenade. The sinewy fibers of this grenade are strong enough to completely Hold one target. Targets able to resist the Hold are still likely to have their attack and movement speed dramatically slowed. Web Cocoon can also bring down flying targets and prevent foes from jumping. You must be at Level 44 and have Web Envelope or Web Cocoon before selecting this power. You must be at Level 47 and have two other Mace Mastery powers before selecting this power. Recharge: Long EFFECTS: 100% chance for a 10-second Hold of strength 3.57 versus critters only; 100% chance for an 8-second Hold of strength 3.57 versus players only; 50% Run, Fly, and Jump Speed decrease for 15 seconds; 50% Recharge decrease for 15 seconds; disable Fly.

BRUTE LEVIATHAN MASTERY

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Spirit Shark	40	Click	100%	80'	8.58	0	3	9	0'	0°	0	Ranged, Lethal

BOOSTS ALLOWED: Accuracy, Damage, Recharge, Endurance Discount, Range, Knockback POWER HELP TEXT: You are empowered with the Spirit of the Mako Shark. You can project this spirit to attack and maul your opponent. The shark's spirit energy will manifest and attack your foe, quickly dealing heavy Lethal damage over time. Damage: Heavy (DoT), Recharge: Fast EFFECTS: 27.805 Lethal damage; 2.78 Lethal damage every 1 second for 4 seconds; 100% chance for a Knockdown.

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
School of Sharks	40	Click	100%	50'	12.74	0	2.37	20	50'	30°	10	AoE, Lethal

BOOSTS ALLOWED: Accuracy, Damage, Recharge, Endurance Discount, Immobilize, Range POWER HELP TEXT: You can call forth a school of vicious Shark Spirits that will swim out in a cone formation and will encircle your foes, draining their spirit energy. The encircling Shark Spirits will Immobilize most foes while they deal Negative Energy damage over time. Both you and the target must be near the ground for this power to activate. Damage: Moderate (DoT), Recharge: Slow EFFECTS: 3.75 Negative Energy damage; 2.78 Negative Energy damage every 1 second for 8 seconds; 100% chance for a 15-second Immobilize of strength 3.57 for critters only; 100% chance for a 10-second Immobilize of strength 3.57 for players only.

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Bile Spray	43	Click	100%	60'	18.98	0	2.67	32	60'	30°	0	AoE

BOOSTS ALLOWED: Accuracy, Damage, Recharge, Endurance Discount, Range POWER HELP TEXT: Sharks will eat anything, so their stomach acid must be powerful, indeed. You can regurgitate this acid and spew a corrosive spray of bile at a foe. Affected foes in the cone area will take Toxic damage over time. You must be at Level 44 and have Spirit Shark or School of Sharks before selecting this power. Damage: Moderate (DoT), Recharge: Long EFFECTS: 19.46 Toxic damage; 2.78 Toxic damage every 1 second for 5 seconds.

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Summon Guardian Sentinel	46	Click	100%	60'	26	0	3.2	900	0'	0°	0	—

BOOSTS ALLOWED: Endurance Discount, Range, Accuracy, Damage, Knockback, Slow, Immobilize POWER HELP TEXT: Captain Mako has shown you how to summon a Coralax Guardian Sentinel to do your bidding. These creatures are composed of living coral made from the sea-goddess Merulina. Your access to this Guardian is very limited. You can only summon it once every 15 minutes, and it will leave after 4 minutes or if you exit a zone or mission. You must be at Level 47 and have two other Leviathan Mastery powers before selecting this power. Recharge: Extremely Long EFFECTS: Summon Guardian Sentinel.

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Guardian Sentinel (Resistance)	0	Auto	100%	0'	0	0	0	0	0'	0°	0	—

BOOSTS ALLOWED: — POWER HELP TEXT: — EFFECTS: 20% Smashing, Lethal resistance.

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Guardian Sentinel (Heavy Coral Hammer)	0	Click	100%	5'	8.58	0	1.17	6	0'	0°	0	Melee, Smashing

BOOSTS ALLOWED: Accuracy, Damage, Endurance Discount, Knockback POWER HELP TEXT: — EFFECTS: 71.42 Smashing damage; 30% chance for a Knockback.

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Guardian Sentinel (Heavy Stunning Blow)	0	Click	100%	5'	10.66	0	1.17	10	0'	0°	0	Melee, Smashing

BOOSTS ALLOWED: Accuracy, Damage, Endurance Discount, Disorient POWER HELP TEXT: — EFFECTS: 92.47 Smashing damage; 15% chance for an 8-second Disorient of strength 3.08 versus critters only; 15% chance for a 6-second Disorient of strength 3.08 versus players only.

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Guardian Sentinel (Coral Dart)	0	Click	100%	80'	7.54	0	1.07	5	0'	0°	0	Ranged, Lethal

BOOSTS ALLOWED: Accuracy, Damage, Endurance Discount POWER HELP TEXT: — EFFECTS: 52.31 Lethal damage.

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Guardian Sentinel (Coral Spray)	0	Click	100%	60'	6.5	0	1.7	32	60'	30°	0	AoE, Lethal

BOOSTS ALLOWED: Accuracy, Damage, Endurance Discount POWER HELP TEXT: — EFFECTS: 41.04 Lethal damage.

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Guardian Sentinel (Water Spray)	0	Click	100%	40'	10.66	0	2.67	32	40'	30°	0	AoE, Cold

BOOSTS ALLOWED: Accuracy, Damage, Endurance Discount, Slow POWER HELP TEXT: — EFFECTS: 45.1 Cold damage; 30% Run, Jump, and Fly Speed decrease for 10 seconds; 30% Recharge decrease for 10 seconds.

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Guardian Sentinel (Stone Prison)	0	Click	100%	80'	9.75	0	1.93	30	0'	0°	0	Ranged, Smashing

BOOSTS ALLOWED: Accuracy, Damage, Endurance Discount, Range, Immobilize POWER HELP TEXT: — EFFECTS: 9.02 Smashing damage every 2 seconds for 10 seconds; 100% chance for a 15-second Immobilize of strength 4.62 for critters only; 100% chance for a 10-second Immobilize of strength 4.62 for players only; disable Fly; 20% defense decrease for 15 seconds.





STALKER LEVIATHAN MASTERY

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Spirit Shark	40	Click	100%	80'	6.5	0	3	6	0'	0°	0	Ranged, Lethal
BOOSTS ALLOWED: Accuracy, Damage, Recharge, Endurance Discount, Range, Knockback POWER HELP TEXT: You are empowered with Spirit of the Mako Shark. You can project this spirit to attack and maul your opponent. The shark's spirit energy will manifest and attack your foe, quickly dealing heavy Lethal damage over time. Damage: Moderate (DoT), Recharge: Fast EFFECTS: 23.35 Lethal damage; 3.36 Lethal damage every 1 second for 4 seconds; additional 33.36 Lethal damage if hidden; 20% chance for additional 33.36 Lethal damage if target is Held or Sleeping; 100% chance for a Knockdown.											
Water Spout	40	Click	100%	60'	26	0	1.17	180	0'	0°	0	—
BOOSTS ALLOWED: Endurance Discount, Recharge, Range, Damage, Debuff Defense, Disorient, Knockback POWER HELP TEXT: This power conjures up a Water Spout at a targeted location. It will chase down your foes, tossing them into the air and hurling them great distances. The victims are left Disoriented and with reduced Defense. The Water Spout is a menacing sight and can even cause panic among your foes. Recharge: Long EFFECTS: Summon Water Spout.												
Spirit Shark Jaws	43	Click	100%	80'	10.66	0	1.87	32	0'	0°	0	Ranged, Lethal
BOOSTS ALLOWED: Accuracy, Recharge, Endurance Discount, Range, Hold, Damage POWER HELP TEXT: You can summon a massive Spirit Shark that will attack your foe from below. The Shark will grip your foe with its massive jaws and attempt to Hold the target while it mauls it, dealing Lethal damage over time. Flying targets will likely be pulled to the ground. You must be at Level 44 and have Spirit Shark or Water Spout before selecting this power. Note that you cannot get critical strikes using this power, though it still enables your other critical strikes. Recharge: Slow EFFECTS: 4.50 Lethal damage; 3.36 Lethal damage every 1 second for 8 seconds; 100% chance for a 10-second Hold of strength 3.57 versus critters only; 100% chance for an 8-second Hold of strength 3.57 versus players only; disable Fly.												
Summon Guardian Warder	46	Click	100%	60'	26	0	3.2	900	0'	0°	0	—
BOOSTS ALLOWED: Endurance Discount, Range, Accuracy, Damage, Knockback, Slow, Hold POWER HELP TEXT: Captain Mako has shown you how to summon a Coralax Guardian Warder to do your bidding. These creatures are composed of living coral made from the sea-goddess Merulina. Your access to this Guardian is very limited. You can only summon it once every 15 minutes, and it will leave after 4 minutes or if you exit a zone or mission. You must be at Level 47 and have two other Leviathan Mastery powers before selecting this power. Recharge: Extremely Long EFFECTS: Summon Guardian Warder.												
Guardian Warder (Resistance)	0	Auto	100%	0'	0	0	0	0	0'	0°	0	—
BOOSTS ALLOWED: — POWER HELP TEXT: — EFFECTS: 20% Smashing, Lethal resistance.												
Guardian Warder (Coral Hammer)	0	Click	100%	5'	6.5	0	1.17	4	0'	0°	0	Melee, Smashing
BOOSTS ALLOWED: Accuracy, Damage, Endurance Discount, Knockback POWER HELP TEXT: — EFFECTS: 56.385 Smashing damage; 30% chance for a Knockdown.												
Guardian Warder (Stunning Blow)	0	Click	100%	5'	8.58	0	1.17	8	0'	0°	0	Melee, Smashing
BOOSTS ALLOWED: Accuracy, Damage, Endurance Discount, Disorient POWER HELP TEXT: — EFFECTS: 74.42 Smashing damage; 10% chance for an 8-second Disorient of strength 3.08 versus critters only; 10% chance for a 6-second Disorient of strength 3.08 versus players only.												
Guardian Warder (Coral Dart)	0	Click	100%	80'	7.54	0	1.07	5	0'	0°	0	Ranged, Lethal
BOOSTS ALLOWED: Accuracy, Damage, Endurance Discount POWER HELP TEXT: — EFFECTS: 52.31 Lethal damage.												
Guardian Warder (Coral Spray)	0	Click	100%	60'	6.5	0	1.7	32	60'	30°	0	AoE, Lethal
BOOSTS ALLOWED: Accuracy, Damage, Endurance Discount POWER HELP TEXT: — EFFECTS: 41.04 Lethal damage.												
Guardian Warder (Water Spray)	0	Click	100%	40'	10.66	0	2.67	32	40'	30°	0	AoE, Cold
BOOSTS ALLOWED: Accuracy, Damage, Endurance Discount, Slow POWER HELP TEXT: — EFFECTS: 45.1 Cold damage; 30% Run, Jump, Fly Speed decrease for 10 seconds; 30% Recharge decrease for 10 seconds.												
Guardian Warder (Fossilize)	0	Click	100%	80'	10.66	0	2.07	30	0'	0°	0	Ranged, Smashing
BOOSTS ALLOWED: Accuracy, Endurance Discount, Range, Hold, Damage POWER HELP TEXT: — EFFECTS: 45.1 Smashing damage; 100% chance for a 12-second Hold of strength 4.62 for critters only; 100% chance for an 8-second Immobilize of strength 6.16 for players only; 20% defense decrease for 12 seconds.												

CORRUPTOR LEVIATHAN MASTERY

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
School of Sharks	40	Click	100%	50'	12.74	0	2.37	20	50'	30°	10	AoE, Lethal
BOOSTS ALLOWED: Accuracy, Damage, Recharge, Endurance Discount, Immobilize, Range POWER HELP TEXT: You can call forth a school of vicious Shark Spirits that will swim out in a cone formation and will encircle your foes, draining their spirit energy. The encircling Shark Spirits will Immobilize most foes while they deal Negative Energy damage over time. Both you and the target must be near the ground for this power to activate. Damage: Moderate (DoT), Recharge: Slow EFFECTS: 5.62 Negative Energy damage; 4.17 Negative Energy damage every 1 second for 8 seconds; Scourge—additional 41.7 Negative Energy damage versus critters only; Scourge—additional 41.7 unresistible Negative Energy damage versus players only; 100% chance for a 15-second Immobilize of strength 3.57 for critters only; 100% chance for a 10-second Immobilize of strength 3.57 for critters only.												
Shark Skin	40	Toggle	100%	0'	0.1625	0	0.67	4	0'	0°	0	—
BOOSTS ALLOWED: Endurance Discount, Recharge, Resistance POWER HELP TEXT: The power the Leviathan Mako has shown you seems to have no end. Shark Skin improves your damage resistance to Lethal, Smashing, and Cold damage. Recharge: Fast EFFECTS: 20.62 Smashing resistance; 20.62 Lethal resistance; 20.62 Cold resistance.												

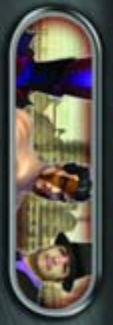
CORRUPTOR LEVIATHAN MASTERY CONT.

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Spirit Shark Jaws	43	Click	100%	80'	10.66	0	1.87	32	0'	0°	0	Ranged, Lethal
BOOSTS ALLOWED: Accuracy, Recharge, Endurance Discount, Range, Hold, Damage POWER HELP TEXT: You can summon a massive Spirit Shark that will attack your foe from below. The shark will grip your foe with its massive jaws and attempt to Hold the target while it mauls it, dealing Lethal damage over time. Flying targets will likely be pulled to the ground. You must be at Level 44 and have School of Spirit Shark or Shark Skin before selecting this power. Recharge: Slow EFFECTS: 5.62 Lethal damage; 4.17 Lethal damage every 1 second for 8 seconds; Scourge—additional 41.7 Lethal damage versus critters only; Scourge—additional 41.7 unresistible Lethal damage versus players only; 100% chance for a 10-second Hold of strength 3.57 versus critters only; 100% chance for an 8-second Hold of strength 3.57 versus players only; disable Fly.											
Summon Red Coralax	46	Click	100%	60'	26	0	3.2	900	0'	0°	0	—
BOOSTS ALLOWED: Endurance Discount, Range, Accuracy, Damage, Knockback, Slow, Disorient, Immobilize POWER HELP TEXT: Captain Mako has shown you how to summon a Coralax Red Hybrid to do your bidding. The Coralax are humans who have been infected with living coral. Your access to this Hybrid is very limited. You can only summon it once every 15 minutes, and it will leave after 4 minutes or if you exit a zone or mission. You must be at Level 47 and have two other Leviathan Mastery powers before selecting this power. Recharge: Extremely Long EFFECTS: Summon Red Coralax.												
Red Coralax (Resistance)	0	Auto	100%	0'	0	0	0	0	0'	0°	0	—
BOOSTS ALLOWED: — POWER HELP TEXT: — EFFECTS: 20% Cold, Psionic resistance.												
Red Coralax (Punch)	0	Click	100%	5'	6.5	0	1.2	4	0'	0°	0	Melee, Smashing
BOOSTS ALLOWED: Accuracy, Damage, Endurance Discount, Knockback POWER HELP TEXT: — EFFECTS: 56.38 Smashing damage; 10% chance for a Knockback.												
Red Coralax (Haymaker)	0	Click	100%	5'	10.66	0	1.5	8	0'	0°	0	Melee, Smashing
BOOSTS ALLOWED: Accuracy, Damage, Endurance Discount, Knockback POWER HELP TEXT: — EFFECTS: 92.47 Smashing damage; 30% chance for a Knockback.												
Red Coralax (Subdue)	0	Click	100%	100'	8.58	0	1.67	6	0'	0°	0	Ranged, Psionic
BOOSTS ALLOWED: Accuracy, Damage, Endurance Discount, Immobilize POWER HELP TEXT: — EFFECTS: 59.53 Psionic damage; 80% chance for a 6-second Immobilize of strength 4.62 versus critters only; 80% chance for a 4-second Immobilize of strength 4.62 versus players only.												
Red Coralax (Scramble Thoughts)	0	Click	100%	100'	13	0	3	30	0'	0°	0	Ranged, Psionic
BOOSTS ALLOWED: Accuracy, Damage, Endurance Discount, Disorient POWER HELP TEXT: — EFFECTS: 11.27 Psionic damage; 100% chance for a 10-second Disorient of strength 4.62 versus critters only; 100% chance for 6.67-second Disorient of strength 4.62 versus players only.												
Red Coralax (Psychic Coral Blast)	0	Click	100%	60'	8.58	0	2.67	6	0'	0°	0	Ranged, Psionic
BOOSTS ALLOWED: Accuracy, Damage, Endurance Discount, Slow POWER HELP TEXT: — EFFECTS: 59.53 Psionic damage; 10% Recharge decrease for 6 seconds.												

DOMINATOR LEVIATHAN MASTERY

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Water Spout	40	Click	100%	60'	26	0	1.17	180	0'	0°	0	—
BOOSTS ALLOWED: Endurance Discount, Recharge, Range, Damage, Debuff Defense, Disorient, Knockback POWER HELP TEXT: This power conjures up a Water Spout at a targeted location. It will chase down your foes, tossing them into the air and hurling them great distances. The victims are left Disoriented and with reduced Defense. The Water Spout is a menacing sight and can even cause panic among your foes. Recharge: Long EFFECTS: 6.25 Smashing damage per second.												
Bile Spray	40	Click	100%	60'	18.98	0	2.67	32	60'	30°	—	AoE
BOOSTS ALLOWED: Accuracy, Damage, Recharge, Endurance Discount, Range POWER HELP TEXT: Sharks will eat anything, so their stomach acid must be powerful, indeed. You can regurgitate this acid and spew a corrosive spray of bile at a foe. Affected foes in the cone area will take Toxic damage over time. Damage: Moderate (DoT), Recharge: Long EFFECTS: 25.30 Toxic damage; 3.61 Toxic damage every 1 second for 5 seconds.												
Shark Skin	43	Toggle	100%	0'	0.1625	0	0.67	4	0'	0°	0	—
BOOSTS ALLOWED: Endurance Discount, Recharge, Resistance POWER HELP TEXT: The power of the Leviathan Mako has shown you seems to have no end. Shark Skin improves your damage resistance to Lethal, Smashing, and Cold damage. You must be at Level 44 and have Water Spout or Bile Spray before selecting this power. Recharge: Fast EFFECTS: 20.62 Smashing resistance; 20.62 Lethal resistance; 20.62 Cold resistance.												
Summon Blue Coralax	46	Click	100%	60'	26	0	3.2	900	0'	0°	0	—
BOOSTS ALLOWED: Endurance Discount, Range, Accuracy, Damage, Knockback, Slow POWER HELP TEXT: Captain Mako has shown you how to summon a Coralax Blue Hybrid to do your bidding. The Coralax are humans who have been infected with living coral. Your access to this Hybrid is very limited. You can only summon it once every 15 minutes, and it will leave after 4 minutes or if you exit a zone or mission. You must be at Level 47 and have two other Leviathan Mastery powers before selecting this power. Recharge: Extremely Long EFFECTS: Summon Blue Coralax.												
Blue Coralax (Resistance)	0	Auto	100%	0'	0	0	0	0	0'	0°	0	—
BOOSTS ALLOWED: — POWER HELP TEXT: — EFFECTS: 20% Cold, Psionic resistance.												
Blue Coralax (Brawl)	0	Click	100%	5'	2.34	0	0.67	10	0'	0°	0	Melee, Smashing
BOOSTS ALLOWED: Accuracy, Damage, Endurance Discount POWER HELP TEXT: — EFFECTS: 20.29 Smashing damage.												





DOMINATOR LEVIATHAN MASTERY CONT.

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Blue Coralax (Coral Club)	0	Click	100%	5'	6.5	0	1.83	4	0'	0°	0	Melee, Smashing, Lethal
BOOSTS ALLOWED: Accuracy, Damage, Endurance Discount POWER HELP TEXT: — EFFECTS: 36.65 Smashing damage; 19.73 Lethal damage.												
Blue Coralax (Coral Club Slash)	0	Click	100%	5'	10.66	0	2.27	8	5'	130°	0	Melee, Smashing, Lethal
BOOSTS ALLOWED: Accuracy, Damage, Endurance Discount POWER HELP TEXT: — EFFECTS: 56.385 Smashing damage; 18.03 Lethal damage.												
Blue Coralax (Urchin Spray)	0	Click	100%	50'	10.66	0	1.7	32	40'	20°	0	AoE, Lethal
BOOSTS ALLOWED: Accuracy, Damage, Endurance Discount POWER HELP TEXT: — EFFECTS: 36.98 Lethal damage.												
Blue Coralax (Spiny Urchins)	0	Click	100%	80'	7.54	0	1.07	5	0'	0°	0	Ranged, Lethal
BOOSTS ALLOWED: Accuracy, Damage, Endurance Discount POWER HELP TEXT: — EFFECTS: 52.31 Lethal damage.												
Blue Coralax (Wave of Cold)	0	Click	100%	40'	10.66	0	0.9	32	40'	30°	0	AoE, Cold
BOOSTS ALLOWED: Accuracy, Damage, Endurance Discount, Slow POWER HELP TEXT: — EFFECTS: 31.57 Cold damage; 30% Run, Jump, Fly Speed decrease for 15 seconds; 30% Recharge decrease for 15 seconds.												

MASTERMIND LEVIATHAN MASTERY

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
School of Sharks	40	Click	100%	50'	12.74	0	2.37	20	50'	30°	10	AoE, Lethal
BOOSTS ALLOWED: Accuracy, Damage, Recharge, Endurance Discount, Immobilize, Range POWER HELP TEXT: You can call forth a school of vicious Shark Spirits that will swim out in a cone formation and encircle your foes, draining their spirit energy. The encircling Shark Spirits will Immobilize most foes while they deal Negative Energy damage over time. Both you and the target must be near the ground for this power to activate. Damage: Moderate (DoT), Recharge: Slow EFFECTS: 4.12 Negative Energy damage; 3.05 Negative Energy damage every 1 second for 8 seconds; 100% chance for a 15-second Immobilize of strength 3.57 for critters only; 100% chance for a 10-second Immobilize of strength 3.57 for players only.											
Chum Spray	40	Click	100%	60'	18.98	0	2.67	32	60'	30°	—	AoE
BOOSTS ALLOWED: Accuracy, Damage, Recharge, Endurance Discount, Range POWER HELP TEXT: Sharks will eat anything, so their stomach acid must be powerful, indeed. You can regurgitate this acid and spew a corrosive spray of bile at a foe. Affected foes in the cone area will take Toxic damage over time. Damage: Moderate (DoT), Recharge: Long EFFECTS: 21.41 Toxic damage; 30.58 Toxic damage every 1 second for 5 seconds.												
Shark Skin	43	Toggle	100%	0'	0.1625	0	0.67	4	0'	0°	0	—
BOOSTS ALLOWED: Endurance Discount, Recharge, Resistance POWER HELP TEXT: The power of the Leviathan Mako has shown you seems to have no end. Shark Skin improves your damage resistance to Lethal, Smashing, and Cold damage. You must be at Level 44 and have School of Sharks or Chum Spray before selecting this power. Recharge: Fast EFFECTS: 20.62 Smashing resistance; 20.62 Lethal resistance; 20.62 Cold resistance.												
Spirit Shark Jaws	46	Click	100%	80'	10.66	0	1.87	32	0'	0°	0	Ranged, Lethal
BOOSTS ALLOWED: Accuracy, Recharge, Endurance Discount, Range, Hold, Damage POWER HELP TEXT: You can summon a massive Spirit Shark that will attack your foe from below. The shark will grip your foe with its massive jaws and attempt to Hold the target while it mauls it, dealing Lethal damage over time. Flying targets will likely be pulled to the ground. You must be at Level 47 and have two other Leviathan Mastery powers before selecting this power. Recharge: Slow EFFECTS: 4.12 Lethal damage; 3.05 Lethal damage every 1 second for 8 seconds; 100% chance for a 10-second Hold of strength 3.57 versus critters only; 100% chance for an 8-second Hold of strength 3.57 versus players only; disable Fly.												

BRUTE MU MASTERY

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Mu Lightning	40	Click	100%	80'	8.58	0	1.17	9	0'	0°	0	Ranged, Energy
BOOSTS ALLOWED: Accuracy, Damage, Recharge, Endurance Discount, Range, Recovery POWER HELP TEXT: You can send a large blast of Mu electrical energy at a foe, dealing heavy damage and draining some Endurance. Some of this Endurance may transfer back to you. Damage: High, Recharge: Fast EFFECTS: 36.70 Energy damage; drains 1% of total Endurance versus critters only; drains 2 Endurance versus players only; 30% chance to decrease 300% Endurance recovery for 4 seconds; 30% chance to restore 4.29 Endurance to self.												
Electrifying Fences	40	Click	100%	40'	12.74	0	1.17	20	10'	0°	10	AoE, Energy
BOOSTS ALLOWED: Accuracy, Damage, Recharge, Endurance Discount, Immobilize, Range, Recovery POWER HELP TEXT: The Electrifying Fences power attempts to Immobilize a group of foes in an area. This power deals some Energy damage over time as it slowly drains some Endurance. Damage: Moderate (DoT), Recharge: Slow EFFECTS: 2.78 Energy damage every 1 second for 8 seconds; 100% chance for a 15-second Immobilize of strength 3.57 for critters only; 100% chance for a 10-second Immobilize of strength 3.57 for players only; drains 4% of total Endurance versus critters only; drains 1 Endurance versus players only; 20% chance to decrease 100% Endurance recovery for 4 seconds.												

BRUTE MU MASTERY CONT.

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Ball Lightning	43	Click	100%	80'	18.98	0	1.07	32	15'	0°	16	AoE, Energy
BOOSTS ALLOWED: Accuracy, Damage, Recharge, Endurance Discount, Range, Recovery POWER HELP TEXT: This power hurls a highly charged ball of Mu lightning that explodes on contact. Ball Lightning deals good damage in an area of effect and drains some Endurance from each target it hits. You must be at Level 44 and have Mu Lightning or Electrifying Fences before selecting this power. Damage: Moderate (DoT), Recharge: Long EFFECTS: 8.34 Energy damage; 5.0 Energy damage every 1 second for 4 seconds; drains 7% of total Endurance versus critters only; drains 1.25 Endurance versus players only; 30% chance to decrease 100% Endurance recovery for 4 seconds.											
Summon Mu Striker	46	Click	100%	60'	26	0	1.17	900	0'	0°	0	—
BOOSTS ALLOWED: Endurance Discount, Range, Accuracy, Damage, Knockback, Slow, Immobilize POWER HELP TEXT: Scirocco has shown you how to call upon a mystical Mu Striker to assist you. The Mu pulse with the blood of their slaughtered ancestors in their veins and are well practiced in the dark arts. Your access to this Striker is very limited. You can only summon him once every 15 minutes, and he will leave after 4 minutes or if you exit a zone or mission. You must be at Level 47 and have two other Mu Mastery powers before selecting this power. Recharge: Extremely Long EFFECTS: Summon Mu Striker.											
Mu Striker (Resistance)	0	Auto	100%	0'	0	0	0	0	0'	0°	0	—
BOOSTS ALLOWED: — POWER HELP TEXT: — EFFECTS: 20% Energy, Negative Energy damage.												
Mu Striker (Lightning Bolt)	0	Click	100%	80'	6.5	0	1	4	0'	0°	0	Ranged, Energy
BOOSTS ALLOWED: Accuracy, Damage, Endurance Discount, Recovery POWER HELP TEXT: — EFFECTS: 45.1 Energy damage; drains 3.75 Endurance versus critters only; drains 1 Endurance versus players only; 100% chance to decrease 50% Endurance recovery for 4 seconds.												
Mu Striker (Lightning Blast)	0	Click	100%	80'	10.66	0	1.33	8	0'	0°	0	Ranged, Energy
BOOSTS ALLOWED: Accuracy, Damage, Endurance Discount, Recovery POWER HELP TEXT: — EFFECTS: 73.96 Energy damage; drains 6 Endurance versus critters only; drains 1.5 Endurance versus players only; 100% chance to decrease 50% Endurance recovery for 4 seconds.												
Mu Striker (Static Discharge)	0	Click	100%	40'	13	0	1.67	30	40'	45°	0	AoE, Energy
BOOSTS ALLOWED: Accuracy, Damage, Endurance Discount, Recovery POWER HELP TEXT: — EFFECTS: 45.1 Energy damage; drains 3.75 Endurance versus critters only; drains 1 Endurance versus players only; 100% chance to decrease 50% Endurance recovery for 4 seconds.												
Mu Striker (Ball Lightning)	0	Click	100%	80'	13	0	1.33	30	15'	0°	0	AoE, Energy
BOOSTS ALLOWED: Accuracy, Damage, Endurance Discount, Recovery POWER HELP TEXT: — EFFECTS: 12.51 Energy damage; 8.11 Energy damage every 1 second for 4 seconds; drains 3.75 Endurance versus critters only; drains 1 Endurance versus players only; 100% chance to decrease 50% Endurance recovery for 4 seconds.												
Mu Striker (EM Pulse)	0	Click	100%	0'	14.3	0	3.17	3000	25'	0°	0	AoE, Energy
BOOSTS ALLOWED: Accuracy, Damage, Endurance Discount, Recovery, Hold POWER HELP TEXT: — EFFECTS: 73.96 Energy damage versus electronic critters; 100% chance of a 10-second Disorient of strength 4.62; drains 37.5 Endurance versus critters only; drains 12.5 Endurance versus players only; 100% chance to decrease 100% Endurance recovery for 15 seconds.												
Mu Striker (Fly)	0	Auto	100%	0'	0	0	0	0	0'	0°	0	—
BOOSTS ALLOWED: — POWER HELP TEXT: — EFFECTS: Flight.												

STALKER MU MASTERY

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Mu Bolts	40	Click	100%	80'	6.5	0	1.17	6	0'	0°	0	Ranged, Energy
BOOSTS ALLOWED: Accuracy, Damage, Recharge, Endurance Discount, Range, Recovery POWER HELP TEXT: You can quickly hurl small bolts of Mu electricity at foes, dealing some damage and draining some Endurance. Some of this Endurance may transfer back to you. This power deals light damage but recharges quickly. Damage: Moderate, Recharge: Fast EFFECTS: 33.36 Energy damage; additional 33.36 Energy damage if hidden; 20% chance for additional 33.36 Energy damage if target is Held or Sleeping; drains 7% of total Endurance versus critters only; drains 1.25 Endurance versus players only; 20% chance to decrease 100% Endurance recovery for 2 seconds; 30% chance to restore 3.25 Endurance to self.											
Zapp	40	Click	120%	150'	17.94	6	1.33	24	0'	0°	0	Ranged, Energy
BOOSTS ALLOWED: Accuracy, Damage, Recharge, Endurance Discount, Range, Recovery, Interrupt POWER HELP TEXT: A focused blast of Mu electrical energy that can travel great distances with high Accuracy, Zapp drains Endurance and is best fired from a distance, as it can be interrupted. Some of the Endurance you drain may transfer back to you. Damage: Extreme, Recharge: Slow EFFECTS: 76.74 Energy damage; additional 76.74 Energy damage if hidden; 20% chance for additional 33.36 Lethal damage if target is Held or Sleeping; drains 14% of total Endurance versus critters only; drains 3 Endurance versus players only; 50% chance to decrease 100% Endurance recovery for 4 seconds; 30% chance to restore 8.97 Endurance to self.											
Electric Shackles	43	Click	100%	60'	8.58	0	2.17	32	0'	0°	0	Ranged, Energy
BOOSTS ALLOWED: Accuracy, Damage, Recharge, Endurance Discount, Range, Hold, Recovery POWER HELP TEXT: Electric Shackles binds a foe's limbs, leaving the target Held and helpless. The target is drained of some Endurance, and some of that Endurance may be transferred back to you. You must be at Level 44 and have Mu Bolts or Zapp before selecting this power. Note that you cannot get critical strikes using this power, though it still enables your other critical strikes. Damage: Minor, Recharge: Moderate EFFECTS: 5.0 Energy damage; 100% chance for an 8-second Hold of strength 3.57 versus critters only; 100% chance for a 6-second Hold of strength 3.57 versus players only; drains 7% of total Endurance versus critters only; drains 1.25 Endurance versus players only; 100% chance to decrease 100% Endurance recovery for 4 seconds; 30% chance to restore 8.97 Endurance to self.											





STALKER MU MASTERY CONT.

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Summon Mu Adept	46	Click	100%	60'	26	0	1.17	900	0'	0°	0	—
BOOSTS ALLOWED: Endurance Discount, Range, Accuracy, Damage, Knockback, Slow, Immobilize POWER HELP TEXT: Scirocco has shown you how to call upon a mystical Mu Adept to assist you. The Mu pulse with the blood of their slaughtered ancestors in their veins and are well practiced in the dark arts. Your access to this Adept is very limited. You can only summon him once every 15 minutes, and he will leave after 4 minutes or if you exit a zone or mission. You must be at Level 47 and have two other Mu Mastery powers before selecting this power. Recharge: Extremely Long EFFECTS: Summon Mu Adept.											
Mu Adept (Resistance)	0	Auto	100%	0'	0	0	0	0	0'	0°	0	—
BOOSTS ALLOWED: — POWER HELP TEXT: — EFFECTS: 20% Energy, Negative Energy resistance.												
Mu Adept (Lightning Bolt)	0	Click	100%	80'	6.5	0	1	4	0'	0°	0	Ranged, Energy
BOOSTS ALLOWED: Accuracy, Damage, Endurance Discount, Recovery POWER HELP TEXT: — EFFECTS: 45.1 Energy damage; drains 3.75 Endurance versus critters only; drains 1 Endurance versus players only; 100% chance to decrease 50% Endurance recovery for 4 seconds.												
Mu Adept (Lightning Blast)	0	Click	100%	80'	10.66	0	1.33	8	0'	0°	0	Ranged, Energy
BOOSTS ALLOWED: Accuracy, Damage, Endurance Discount, Recovery POWER HELP TEXT: — EFFECTS: 73.96 Energy damage; drains 6 Endurance versus critters only; drains 1.5 Endurance versus players only; 100% chance to decrease 50% Endurance recovery for 4 seconds.												
Mu Adept (Cage of Lightning)	0	Click	100%	80'	8.58	0	2	30	0'	0°	0	Ranged, Energy
BOOSTS ALLOWED: Accuracy, Damage, Endurance Discount, Recovery, Sleep POWER HELP TEXT: — EFFECTS: 11.27 Energy damage; 100% chance of a 12-second Sleep of strength 4.62 versus critters only; 100% chance of an 8-second Sleep of strength 4.62 versus players only; drains 4.5 Endurance versus critters only; drains 1 Endurance versus players only; 100% chance to decrease 50% Endurance recovery for 8 seconds.												
Mu Adept (Shocking Bolt)	0	Click	100%	80'	8.58	0	1.33	60	0'	0°	0	Ranged, Smashing
BOOSTS ALLOWED: Accuracy, Damage, Endurance Discount, Disorient POWER HELP TEXT: — EFFECTS: 11.27 Energy damage; 100% chance of an 8-second Disorient of strength 4.62 versus critters only; 100% chance of a 6-second Disorient of strength 4.62 versus players only.												
Mu Adept (EM Pulse)	0	Click	100%	0'	14.3	0	3.17	3000	25'	0°	0	AoE, Energy
BOOSTS ALLOWED: Accuracy, Damage, Endurance Discount, Recovery, Hold POWER HELP TEXT: — EFFECTS: 73.96 Energy damage versus electronic critters; 100% chance of a 10-second Disorient of strength 4.62; drains 37.5 Endurance versus critters only; drains 12.5 Endurance versus players only; 100% chance to decrease 100% Endurance recovery for 15 seconds.												
Mu Adept (Fly)	0	Auto	100%	0'	0	0	0	0	0'	0°	0	—
BOOSTS ALLOWED: — POWER HELP TEXT: — EFFECTS: Flight.												

CORRUPTOR MU MASTERY

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Power Sink	40	Click	100%	0'	16.25	0	2.03	120	10'	0°	10	AoE, Energy
BOOSTS ALLOWED: Endurance Discount, Recharge, Recovery, Taunt POWER HELP TEXT: Power Sink leaches Energy directly from the bodies of all nearby foes, draining their Endurance. Each foe you draw Energy from increases your Endurance. If there are no foes within range, you will not gain any Endurance. Recharge: Long EFFECTS: Drains 35% of total Endurance versus critters only; drains 10 Endurance versus players only; 30% chance to decrease 100% Endurance recovery for 4 seconds; 100% chance to restore 25 Endurance to self per target.												
Charged Armor	40	Toggle	100%	0'	0.1625	0	0.67	4	0'	0°	0	—
BOOSTS ALLOWED: Endurance Discount, Recharge, Resistance POWER HELP TEXT: When you toggle on this power, you are surrounded by a charged field that makes you highly resistant to Smashing, Lethal, and Energy damage. Recharge: Fast EFFECTS: 20.62 Smashing resistance; 20.62 Lethal resistance; 20.62 Energy resistance.												
Electric Shackles	43	Click	100%	60'	8.58	0	2.17	32	0'	0°	0	Ranged, Energy
BOOSTS ALLOWED: Accuracy, Damage, Recharge, Endurance Discount, Range, Hold, Recovery POWER HELP TEXT: Electric Shackles binds a foe's limbs, leaving the target Held and helpless. The target is drained of some Endurance, and some of that Endurance may be transferred back to you. You must be at Level 44 and have Power Sink or Charged Armor before selecting this power. Damage: Minor, Recharge: Long EFFECTS: 6.25 Energy damage; Scourge—additional 6.25 Negative Energy damage versus critters only; Scourge—additional 6.25 unresistible Negative Energy damage versus players only; 100% chance for an 8-second Hold of strength 3.57 versus critters only; 100% chance for a 6-second Hold of strength 3.57 versus players only; drains 7% of total Endurance versus critters only; drains 1.25 Endurance versus players only; 100% chance to decrease 100% Endurance recovery for 8 seconds; 30% chance to restore 4.29 Endurance to self.												
Summon Mu Adept	46	Click	100%	60'	26	0	1.17	900	0'	0°	0	—
BOOSTS ALLOWED: Endurance Discount, Range, Accuracy, Damage, Knockback, Slow, Immobilize POWER HELP TEXT: Scirocco has shown you how to call upon a mystical Mu Adept to assist you. The Mu pulse with the blood of their slaughtered ancestors in their veins and are well practiced in the dark arts. Your access to this Adept is very limited. You can only summon him once every 15 minutes, and he will leave after 4 minutes or if you exit a zone or mission. You must be at Level 47 and have two other Mu Mastery powers before selecting this power. Recharge: Extremely Long EFFECTS: Summon Mu Adept.												
Mu Adept (Resistance)	0	Auto	100%	0'	0	0	0	0	0'	0°	0	—
BOOSTS ALLOWED: — POWER HELP TEXT: — EFFECTS: 20% Energy, Negative Energy resistance.												
Mu Adept (Lightning Bolt)	0	Click	100%	80'	6.5	0	1	4	0'	0°	0	Ranged, Energy
BOOSTS ALLOWED: Accuracy, Damage, Endurance Discount, Recovery POWER HELP TEXT: — EFFECTS: 45.1 Energy damage; drains 3.75 Endurance versus critters only; drains 1 Endurance versus players only; 100% chance to decrease 50% Endurance recovery for 4 seconds.												

CORRUPTOR MU MASTERY CONT.

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Mu Adept (Lightning Blast)	0	Click	100%	80'	10.66	0	1.33	8	0'	0°	0	Ranged, Energy
BOOSTS ALLOWED: Accuracy, Damage, Endurance Discount, Recovery POWER HELP TEXT: — EFFECTS: 73.96 Energy damage; drains 6 Endurance versus critters only; drains 1.5 Endurance versus players only; 100% chance to decrease 50% Endurance recovery for 4 seconds.												
Mu Adept (Cage of Lightning)	0	Click	100%	80'	8.58	0	2	30	0'	0°	0	Ranged, Energy
BOOSTS ALLOWED: Accuracy, Damage, Endurance Discount, Recovery, Sleep POWER HELP TEXT: — EFFECTS: 11.27 Energy damage; 100% chance of a 12-second Sleep of strength 4.62 versus critters only; 100% chance of an 8-second Sleep of strength 4.62 versus players only; drains 4.5 Endurance versus critters only; drains 1 Endurance versus players only; 100% chance to decrease 50% Endurance recovery for 8 seconds.												
Mu Adept (Shocking Bolt)	0	Click	100%	80'	8.58	0	1.33	60	0'	0°	0	Ranged, Smashing
BOOSTS ALLOWED: Accuracy, Damage, Endurance Discount, Disorient POWER HELP TEXT: — EFFECTS: 11.27 Energy damage; 100% chance of an 8-second Disorient of strength 4.62 versus critters only; 100% chance of a 6-second Disorient of strength 4.62 versus players only.												
Mu Adept (EM Pulse)	0	Click	100%	0'	14.3	0	3.17	3000	25'	0°	0	AoE, Energy
BOOSTS ALLOWED: Accuracy, Damage, Endurance Discount, Recovery, Hold POWER HELP TEXT: — EFFECTS: 73.96 Energy damage versus electronic critters; 100% chance of a 10-second Disorient of strength 4.62; drains 37.5 Endurance versus critters only; drains 12.5 Endurance versus players only; 100% chance to decrease 100% Endurance recovery for 15 seconds.												
Mu Adept (Fly)	0	Auto	100%	0'	0	0	0	0	0'	0°	0	—
BOOSTS ALLOWED: — POWER HELP TEXT: — EFFECTS: Flight.												

DOMINATOR MU MASTERY

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Power Sink	40	Click	100%	0'	16.25	0	2.03	120	10'	0°	10	AoE, Energy
BOOSTS ALLOWED: Endurance Discount, Recharge, Recovery, Taunt POWER HELP TEXT: Power Sink leaches Energy directly from the bodies of all nearby foes, draining their Endurance. Each foe you draw Energy from increases your Endurance. If there are no foes within range, you will not gain any Endurance. Recharge: Long EFFECTS: Drains 35% of total Endurance versus critters only; drains 10 Endurance versus players only; 30% chance to decrease 100% Endurance recovery for 4 seconds; 100% chance to restore 25 Endurance to self per target.												
Charged Armor	40	Toggle	100%	0'	0.1625	0	0.67	4	0'	0°	0	—
BOOSTS ALLOWED: Endurance Discount, Recharge, Resistance POWER HELP TEXT: When you toggle on this power, you are surrounded in a charged field that makes you highly resistant to Smashing, Lethal, and Energy damage. Recharge: Fast EFFECTS: 20.62 Smashing resistance; 20.62 Lethal resistance; 20.62 Energy resistance.												
Ball Lightning	43	Click	100%	80'	18.98	0	1.07	32	15'	0°	16	AoE, Energy
BOOSTS ALLOWED: Accuracy, Damage, Recharge, Endurance Discount, Range, Recovery POWER HELP TEXT: Hurls a highly charged ball of Mu lightning that explodes on contact. Ball Lightning deals good damage in an area of effect and drains some Endurance from each target it hits. You must be at Level 44 and have Power Sink or Charged Armor before selecting this power. Damage: Moderate (DoT), Recharge: Long EFFECTS: 10.84 Energy damage; 5.5 Energy damage every 1 second for 4 seconds; drains 7% of total Endurance versus critters only; drains 1.25 Endurance versus players only; 30% chance to decrease 100% Endurance recovery for 4 seconds.												
Summon Mu Guardian	46	Click	100%	60'	26	0	1.17	900	0'	0°	0	—
BOOSTS ALLOWED: Endurance Discount, Range, Accuracy, Damage, Knockback, Slow, Immobilize POWER HELP TEXT: Scirocco has shown you how to call upon a mystical Mu Guardian to assist you. The Mu pulse with the blood of their slaughtered ancestors in their veins and are well practiced in the dark arts. Your access to this Guardian is very limited. You can only summon him once every 15 minutes, and he will leave after 4 minutes or if you exit a zone or mission. You must be at Level 47 and have two other Mu Mastery powers before selecting this power. Recharge: Extremely Long EFFECTS: Summon Mu Guardian.												
Mu Guardian (Resistance)	0	Auto	100%	0'	0	0	0	0	0'	0°	0	—
BOOSTS ALLOWED: — POWER HELP TEXT: — EFFECTS: 20% Energy, Negative Energy resistance.												
Mu Guardian (Lightning Bolt)	0	Click	100%	80'	6.5	0	1	4	0'	0°	0	Ranged, Energy
BOOSTS ALLOWED: Accuracy, Damage, Endurance Discount, Recovery POWER HELP TEXT: — EFFECTS: 45.1 Energy damage; drains 3.75 Endurance versus critters only; drains 1 Endurance versus players only; 100% chance to decrease 50% Endurance recovery for 4 seconds.												
Mu Guardian (Lightning Blast)	0	Click	100%	80'	10.66	0	1.33	8	0'	0°	0	Ranged, Energy
BOOSTS ALLOWED: Accuracy, Damage, Endurance Discount, Recovery POWER HELP TEXT: — EFFECTS: 73.96 Energy damage; drains 6 Endurance versus critters only; drains 1.5 Endurance versus players only; 100% chance to decrease 50% Endurance recovery for 4 seconds.												
Mu Guardian (Sentinel of Lightning)	0	Click	100%	60'	13	0	3.17	60	0'	0°	0	—
BOOSTS ALLOWED: Accuracy, Damage, Endurance Discount, Recovery POWER HELP TEXT: — EFFECTS: Summon Voltaic Sentinel.												
Mu Guardian (Touch of the Storm)	0	Click	100%	80'	7.8	0	2.27	20	0'	0°	0	—
BOOSTS ALLOWED: Accuracy, Heal Endurance Discount POWER HELP TEXT: — EFFECTS: 227.26 Hit Point Heal.												





DOMINATOR MU MASTERY CONT.

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Mu Guardian (EM Pulse)	0	Click	100%	0'	14.3	0	3.17	3000	25'	0°	0	AoE, Energy
BOOSTS ALLOWED: Accuracy, Damage, Endurance Discount, Recovery, Hold POWER HELP TEXT: — EFFECTS: 73.96 Energy damage versus electronic critters; 100% chance of a 10-second Disorient of strength 4.62; drains 37.5 Endurance versus critters only; drains 12.5 Endurance versus players only; 100% chance to decrease 100% Endurance recovery for 15 seconds.												
Mu Guardian (Fly)	0	Auto	100%	0'	0	0	0	0	0'	0°	0	—
BOOSTS ALLOWED: — POWER HELP TEXT: — EFFECTS: Fly.												

MASTERMIND MU MASTERY

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Static Discharge	40	Click	100%	40'	18.98	0	2.07	32	40'	45°	10	AoE, Energy
BOOSTS ALLOWED: Accuracy, Damage, Recharge, Endurance Discount, Recovery, Range POWER HELP TEXT: Static Discharge hurls multiple bolts of Mu electricity in an arc that deals damage and drains Endurance from all affected foes in the area. Damage: Moderate, Recharge: Long EFFECTS: 29.36 Energy damage; drains 7% of total Endurance versus critters only; drains 1.25 Endurance versus players only; 100% chance to decrease 100% Endurance recovery for 4 seconds; 10% chance to restore 4.29 Endurance to self.												
Charged Armor	40	Toggle	100%	0'	0.1625	0	0.67	4	0'	0°	0	—
BOOSTS ALLOWED: Endurance Discount, Recharge, Resistance POWER HELP TEXT: When you toggle on this power, you are surrounded by a charged field that makes you highly resistant to Smashing, Lethal, and Energy damage. Recharge: Fast EFFECTS: 20.62 Smashing resistance; 20.62 Lethal resistance; 20.62 Energy resistance.												
Electrifying Fences	43	Click	100%	40'	12.74	0	1.17	20	10'	0°	10	AoE, Energy
BOOSTS ALLOWED: Accuracy, Damage, Recharge, Endurance Discount, Immobilize, Range, Recovery POWER HELP TEXT: The Electrifying Fences power attempts to Immobilize a group of foes in an area. This power deals some Energy damage over time as it slowly drains some Endurance. You must be at Level 44 and have Static Discharge or Charged Armor before selecting this power. Damage: Moderate (DoT), Recharge: Slow EFFECTS: 3.05 Energy damage every 1 second for 8 seconds; 100% chance for a 15-second Immobilize of strength 3.57 for critters only; 100% chance for a 10-second Immobilize of strength 3.57 for critters only; drains 4% of total Endurance versus critters only; drains 1 Endurance versus players only; 20% chance to decrease 100% Endurance recovery for 2 seconds.												
Electric Shackles	46	Click	100%	60'	8.58	0	2.17	32	0'	0°	0	Ranged, Energy
BOOSTS ALLOWED: Accuracy, Damage, Recharge, Endurance Discount, Range, Hold, Recovery POWER HELP TEXT: Electric Shackles binds a foe's limbs, leaving the target Held and helpless. The target is drained of some Endurance, and some of that Endurance may be transferred back to you. You must be at Level 47 and have two other Mu Mastery powers before selecting this power. Damage: Minor, Recharge: Long EFFECTS: 4.58 Energy damage; 100% chance for an 8-second Hold of strength 3.57 versus critters only; 100% chance for a 6-second Hold of strength 3.57 versus players only; drains 15% of total Endurance versus critters only; drains 7 Endurance versus players only; 100% chance to decrease 100% Endurance recovery for 8 seconds; 30% chance to restore 4.29 Endurance to self.												





INTRODUCTION
THE BASICS
ARCHETYPES
GROUP DYNAMICS
ZONES
VILLAINS
PVP
BASES





LEVELING AND HUNTING STRATEGIES

SOLO

Levels 1–10

Let the smashing begin! This Archetype is called a Brute for good reason; they were made to break things, over and over again. Armed with your giant Stone Mallet and Blazing Aura, you can hunt same-level foes around Mercy Isle or take on some of Kalinda's missions.

If you want to level fast, go street sweeping far away from other players. The reason is the Fury system. Brutes are given a damage bonus the longer they remain in combat. As they are being attacked and are attacking something, they fill up their Fury bar. The more Fury they accumulate the more damage they deal. It's quite a vicious cycle that encourages Brutes to go from one group of foes to another, endlessly smashing up enemies without rest, until they are too low on hit points or have no endurance left. At these early levels, with the Fury bonus, both of your mallet strikes can potentially down foes with one shot.

To truly take advantage of Fury, make sure you pack some Heal and Respite Inspirations to minimize downtime. You also have Healing Flames to help minimize downtime.

Use Hasten as often as you can in combat to greatly increase your attack rate. The more you swing, the more Fury you gain. The more Fury, the more damage; the more damage, the more foes you fight, and the more foes you fight, the more Fury you gain. It never ends. Also, use Fault as an emergency button to temporarily knock down your enemies if things start to get dicey.

Levels 11–20

At this level, you get Provoke and Burn. This build chooses Provoke over Taunt so you can take Invoke Panic. For now, Provoke and Burn suffice to help you defeat your enemies. As a Brute, you want to get as much aggro as you can—at least from minions and the like. This helps you build Fury, so Provoke is a perfect power to attract this kind of attention to yourself. Once your enemies close around you, knock them down with Fault and light them up with Burn. Then smash away with your giant hammer for clean up.

Levels 21–30

With Provoke and Invoke Panic, you have an interesting combo. You can gather multiple foes around you with Provoke, then paralyze them with fear, then light them up with Burn. While the fear wears off, you can knock them down with Fault and pick them off with your mallet. It is also good to fight with the Leadership powers on as they will greatly boost your effectiveness.

Levels 31–40

Seismic Smash is the finisher to your rampage. You can gather your enemies, scare them with Invoke Panic, set them ablaze, and then knock them down with Fault. As they get up, smash them again with Seismic Smash. You'll most likely leave your opposition as finely ground dust by the time you're done with them.

At these high levels, it's important to beware of holds and disorienting attacks. Plasma Shield and Fire Shield will help you resist these a little, so know which enemies you need to have them on for.

DUOS

We recommend the following partners in order of descending preference.

LEVELS 1–20

1. **Stalker/Corruptor:** This is a good pairing for fast and efficient street sweeping. You charge in and take all of the aggro from the minions while your buddy softens up the big bads. Then you rush in with your Fury up and finish them off.
2. **Dominator:** Another good match. Let the Dominator keep the Bosses and Lieutenants off you while you build your Fury, then charge in and let 'er rip.
3. **Mastermind:** Be careful when pairing with Masterminds—their pets may scatter aggro from you and reduce your efficiency. Your best bet is to wait until they're tying up the Bosses, giving you time to build up Fury.

LEVELS 21–40

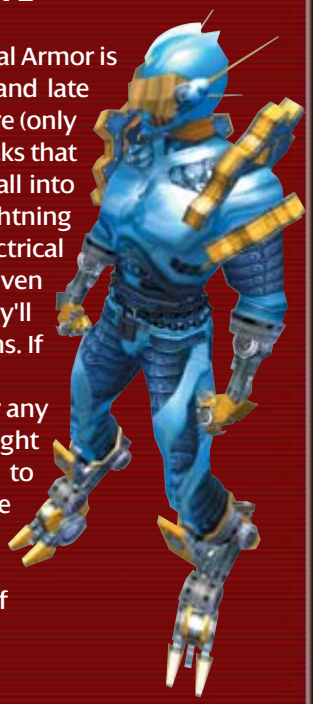
1. **Stalker/Corruptor:** More of the same, but you both bring better tricks.
2. **Dominator:** Dominators come into their own in the late game, with more attacks and better buffs and crowd control. They definitely complement your rampage and give you plenty of time to smash.
3. **Mastermind:** By the late levels, teaming with a Mastermind is chaotic. There are so many pets running around, you won't be able to center the aggro around yourself. If you just want to pick guys off the edges though, this is a great pairing for you.





BRUTE SAMPLE BUILD

BUILDING AN ELECTRICAL MELEE—ELECTRICAL ARMOR BRUTE



The Electrical power sets offer many unique options to the Brute player. First, Electrical Armor is extremely effective against Energy attacks, which are quite common in the mid- and late levels. Secondly, the armor set provides resistance to Psionic attacks, which is very rare (only Dark Armor affords similar protection). Thirdly, the melee set offers a number of attacks that are either AoE (area of effect) or cones. Five of the nine powers in Electrical Melee fall into this category: Lightning Rod, Chain Induction, Thunderstrike, Jacob's Ladder, and Lightning Clap. Consequently, this build is ideal against large groups of mobs. Lastly, the Electrical attacks have two useful side effects: Many of the powers drain Endurance from foes; even better, some attacks have a Disorient effect. An attack can temporarily baffle foes; they'll sort of stagger around for a few moments. But this effect acts as a sleep in game terms. If a player attacks these targets, they'll shake off their shock and resume their attacks.

The Electrical power sets have their drawbacks, too. Electrical Armor does not offer any protection against immobilization, knockback, or knockdown. An Electrical Brute might invest in the Leaping power set to get Combat Jumping, which has a resistance to immobilization, as well as Acrobatics, to avoid being thrown around by enemies. The Electrical Armor set also has toggles that can cause some Endurance issues in the early levels, though thoughtful use of these powers can lessen these problems. The Electrical Melee set, though full of area attacks, lacks the knockout blow attacks of some other offensive sets.

Primary Powers—Melee: Electrical Melee
Secondary Powers—Defense: Electrical Armor

DEFAULT ABILITIES

Level 1
Free Default Ability: Brawl
Slot: Damage
Free Default Ability: Sprint
Slot: Run Speed

Level 2
Free Default Ability: Rest
Slot: Recharge Training

POWERS

Level 1
New Primary Power: Charged Brawl
Slot: Damage
New Secondary Ability: Charged Armor
Slot: Damage Resistance

Level 2
New Primary Power: Jacob's Ladder
Slot: Damage

Level 3
Two Additional Slots
Jacob's Ladder: Damage (2x)

Level 4
New Secondary Power: Lightning Field
Slot: Endurance Reduction

Level 5
Two Additional Slots
Jacob's Ladder: Damage (2x)

Level 6
Power Pool Leaping Set:
Combat Jumping
Slot: Endurance Reduction

Level 7
Two Additional Slots
Jacob's Ladder: Damage
Charged Armor: Damage Resistance

Level 8
New Primary Power: Thunderstrike
Slot: Damage

Level 9
Two Additional Slots
Thunderstrike: Damage (2x)

Level 10
New Secondary Power: Static Shield
Slot: Endurance Reduction

Level 11
Two Additional Slots
Thunderstrike: Damage (2x)

Level 12
Power Pool Fitness Set: Swift
Slot: Run Speed

NOTE

Players typically should be able to purchase Dual Origin Enhancements at this point.

Level 13
Two Additional Slots
Charged Armor: Resistance
Thunderstrike: Damage

Level 14
New Leaping Power: Super Jump
Slot: Jump Training

Level 15
Two Additional Slots
Lightning Field:
Endurance Reduction (2x)

Level 16
New Fitness Power: Health
Slot: Heal

Level 17
Two Additional Slots
Health: Heal (2x)

Level 18
New Primary Power: Conductive Shield
Slot: Damage Resistance

Level 19
Two Additional Slots
Conductive Shield:
Damage Resistance (2x)

Level 20
New Fitness Power: Stamina
Slot: Recovery

Level 21
Two Additional Slots
Stamina: Recovery (2x)

Level 22
New Leaping Power: Acrobatics
Slot: Endurance

NOTE
Players can now start purchasing and slotting Single Origin Enhancements.

Level 23
Two Additional Slots
Charged Brawl: Damage (2x)

Level 24
New Secondary Power:
Lightning Reflexes
Slot: Run Speed

Level 25
Two Additional Slots
Charged Brawl: Damage (2x)

LEVELING AND HUNTING STRATEGIES

Levels 1–10
Players should practice building Fury; it's the most important tool a Brute has. Use an attack chain of Charged Brawl, Brawl, and your Origin power. All are very quick attacks, but they deal minimal damage. The more attack attempts a Brute makes, the more the Fury bar grows, and these fast attacks will make Fury rise very quickly. Slotting these powers for accuracy allows them to wear down your foes while building Fury. A Brute should then choose an appropriate finishing blow: Either Havoc Punch or Jacob's Ladder will suffice, though Jacob's Ladder has the additional benefit of being a cone attack. A player executes the Brute's heaviest attack after the Fury bar has climbed to a high level. In groups, Brutes ought to focus their initial attacks on the toughest foe (Lieutenant or Boss)



and take punishment from the minions. It's unlikely that the minions will be able to take out the Brute, and in the meantime, their blows are increasing the Brute's Fury bar.

The initial foes don't offer anything an Electrical Brute can't handle. The Infected, the Rogue Island Police, and Snakes boast mostly Lethal and Smashing damage, which Charged Armor can handle. Players should beware, however, of those Snake mobs that have a Venom spit; its damage is Toxic and not resisted by any of the Electrical Armor powers at this level. Arachnos soldiers at this point do possess some nasty ranged Energy attacks, but the Electrical Brute has a unique advantage over many other Brutes: Both Charged Armor and Conductive Shield offer protection against Energy damage.

Levels 11–20
As more powers are selected from the secondary set, the Brute might occasionally face Endurance issues. Charged Armor, Lightning Field, Conductive Shield, and Static Shield can't be run simultaneously for very long. A canny player should pay attention to the foes faced and turn off any of these toggles that aren't appropriate. You can, of course, select the Fitness power pool at this point with an eye toward getting Stamina. But Electrical Brutes should also consider the Leaping power set because the Electrical Armor set does not offer any protection against knockback. Only Acrobatics from Leaping can offer the Electrical Brute any protection against being tossed around by foes.

The Electrical Melee set offers a very interesting choice at Level 18: Chain Induction. With this, a player can strike one opponent and watch as electricity sparks off to another opponent, and another, and another—up to four targets can be affected. Each attack's damage and chance to hit is based on the class of the target; the greater the class (Boss, Lieutenant, Minion) the more damage is done, and the greater the chance to hit. Realize, however, that there is a slight chance that Chain Induction can harm one of your teammates!

The Brute's primary hunting grounds during these levels is Cap au Diable. The Gremlins who haunt the power conduits are





absolutely perfect prey. Electrical Brutes resist the Energy damage quite effectively and have a good protection against Endurance Drains with Static Shield. Goldbrickers, on the other hand, are quite a handful. Though the Goldbrickers' attacks are Energy based, they do lower the Brute's invaluable resistances. Given numbers, Goldbrickers can leave a Brute as helpless as any of the non-defensive Archetypes.

Levels 21–30

On the Electrical Armor side, a player can select Conserve Power. Conserve Power is an invaluable tool to help with Endurance concerns. By this level, a player has probably one- or two-slotted all of the Electrical Armor sets with Endurance reducers. Nevertheless, Endurance can still be a problem.

Through Levels 21–30, Brutes find themselves stomping throughout Sharkhead Isle. The majority of the island's denizens (Cage Consortium, Freakshow, and Miners) are nothing the Electrical Brute can't handle. But Electrical Brutes will enjoy hunting Slag Golems! Slag Golems prefer melee attacks, so they'll gather in close. This is a perfect opportunity for an Electrical Brute to use Lightning Field! In missions, an Electrical Brute also encounters the Lost. Keep your Static Shield up at all times to deal with the Psionic damage, Hold, and Sleep attacks of the Lost Lieutenants and Bosses.

Levels 31–40

At this point, Electrical Melee gets its signature attack: Lightning Rod. The Villain can transform into a bolt of electricity, teleport a short distance, and let off an explosive blast. Foes absorb damage and are thrown back quite a distance. In general, Brutes should wait to use the Lightning Rod until their Fury bar is quite high. Sometimes, it's better to use the Lightning attack after a few assaults have softened up foes and the Fury bar is high enough to ensure that Lightning Rod can finish them off. In PvP, however, Lightning Rod is a terrific opening attack. It throws opponents into confusion immediately!

The Electrical Armor set gains access to an interesting attack of its own: Power Sink. It's an extremely potent ability that can drain the Endurance of nearby foes. Against Minions, who tend to fall quickly, it's of limited use, but against the more powerful Lieutenants and Bosses, it's a terrific tactic. Bosses (and Elite Bosses) frequently have very damaging attacks with huge Endurance costs. An initial Power Sink nullifies their ability to use these powers.

As the Villain levels through this period, enemies encountered include a lot of Arachnos (Longfangs and Wolf Spiders), Wailers, and Circle of Thorns. Sharkhead also boasts a large number of Tsoo and Freakshow.



Luckily, the Electrical Armor set has a better-than-average resistance to Energy attacks, which abound in these groups. The Electrical Brute also has protection against Endurance Drain with the Grounded Power, which comes in handy against the dreaded Freakshow Juicers. Many Circle of Thorns mobs can immobilize (examples: Earth Thorn Caster, Death Mage), which the Electrical Brute can't resist. At that point, Lightning Rod is good choice to deal the coup de grâce!

Levels 41–50

At this point, Brutes spend most of their time in Grandville or Recluse's Victory. In the former, they face off against Arachnos and Arachnoids. Bane Spiders and Mu Adepts don't pose any particular threat, but the Bane Spiders and Arachnoids do present a unique problem. Each has a Toxic component to their attacks against which Electrical Armor has no resistance. For the most part, don't be afraid of those attacks, except for the Super Arachnoids. Their attacks have a far more significant amount of Toxic damage in them.

In missions and zones, Villains face their arch-nemesis: the Longbow. The Longbow's attacks aren't an issue for the Electrical Brute because their attacks are mostly limited to Lethal and Smashing damage. The Electrical Brute does have a leg up on perhaps the most dreaded mob in Longbow, the Ballista. This Boss and Elite Boss is the bane of most Archetypes. But several of their melee attacks are energy based, which is something that Electrical Brutes are more prepared to deal with than most.

POWER SETS

PRIMARY POWERS

DARK MELEE

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Shadow Punch	0	Click	100%	5'	4.368	0	0.57	3	0'	0°	0	Melee, Smashing, Negative Energy
BOOSTS ALLOWED: Accuracy, Damage, Recharge, Endurance Discount, Debuff To Hit, Taunt POWER HELP TEXT: You wrap your fists with Negative Energy channeled from the Netherworld, then perform a quick punch that deals minor damage. A Shadow Punch clouds the target's vision, lowering Accuracy for a short time. Damage: Minor, Recharge: Fast EFFECTS: 14.17 Smashing damage; 20.85 Negative Energy damage; 5% To Hit decrease for 6 seconds.												
Smite	0	Click	100%	5'	6.864	0	0.97	6	0'	0°	0	Melee, Smashing, Negative Energy
BOOSTS ALLOWED: Accuracy, Damage, Recharge, Endurance Discount, Debuff To Hit, Taunt POWER HELP TEXT: You wrap your fists with Negative Energy channeled from the Netherworld, then perform a Smite that deals more damage than Shadow Punch but has a longer recharge time. Smite clouds the target's vision, lowering Accuracy for a short time. Damage: Moderate, Recharge: Moderate EFFECTS: 13.34 Smashing damage; 41.7 Negative Energy damage; 5% To Hit decrease for 10 seconds.												
Shadow Maul	1	Click	100%	5'	8.528	0	3.07	8	5'	45°	5	Melee, Smashing, Negative Energy
BOOSTS ALLOWED: Accuracy, Damage, Recharge, Endurance Discount, Debuff To Hit, Taunt POWER HELP TEXT: You wrap your arms with Negative Energy channeled from the Netherworld, then perform a series of blows that deal a lot of damage over a short period of time to multiple targets in front of you. These blows cloud your target's vision, lowering Accuracy for a short time. Damage: High (DoT), Recharge: Moderate EFFECTS: 11.23 Smashing damage every .625 second for 3 seconds; 11.23 Negative Energy damage every .625 second for 3 seconds; 5% To Hit decrease for 10 seconds.												
Touch of Fear	5	Click	120%	5'	8.528	0	1.17	8	0'	0°	0	Melee, Negative Energy
BOOSTS ALLOWED: Accuracy, Recharge, Endurance Discount, Debuff To Hit, Fear POWER HELP TEXT: The Netherworld is one scary place, and with but a touch, you can give your enemy a glimpse into this dark world. This will cause your victim to helplessly tremble in Fear. Foes in this state of panic have reduced Accuracy. Recharge: Moderate EFFECTS: 15-second Fear of 4.47 strength versus critters only; 7.5-second Fear of 4.47 strength versus players only; 11% To Hit decrease for 20 seconds.												
Siphon Life	7	Click	100%	5'	11.96	0	1.93	15	0'	0°	0	Melee, Negative Energy
BOOSTS ALLOWED: Accuracy, Damage, Recharge, Endurance Discount, Debuff To Hit, Heal, Taunt POWER HELP TEXT: You tap the power of the Netherworld and create a life-transferring conduit between a foe and yourself. This will transfer Hit Points from your enemy to yourself. Foes siphoned in this manner have their Accuracy reduced. Damage: Moderate, Recharge: Slow EFFECTS: 41.7 Negative Energy damage; 149.92 Hit Point Heal; 5% To Hit decrease for 10 seconds.												
Taunt	11	Click	100%	70'	0	0	1.67	10	15'	0°	5	Ranged
BOOSTS ALLOWED: Range, Taunt, Recharge POWER HELP TEXT: Taunt foes to attack you; this is useful to pull enemies off allies and keep them attacking you to raise your Fury. Recharge: Fast EFFECTS: 20-second Taunt versus critters only; 5-second Taunt versus players only.												
Dark Consumption	17	Click	100%	0'	0.52	0	1.03	180	8'	0°	10	AoE, Negative Energy
BOOSTS ALLOWED: Accuracy, Damage, Recharge, Recovery, Taunt POWER HELP TEXT: The dark power of the Netherworld allows you to tap the essence of your foe's soul and transfer it to yourself. This will drain the Hit Points of your enemy and add to your Endurance. Damage: Moderate, Recharge: Very Long EFFECTS: 33.36 Negative Energy damage; restores 25 Endurance for each target hit.												
Soul Drain	25	Click	120%	0'	15.6	0	2.37	120	10'	0°	7	AoE, Negative Energy
BOOSTS ALLOWED: Accuracy, Damage, Recharge, Endurance Discount, Buff To Hit, Taunt POWER HELP TEXT: Using this power, you can drain the essence of all nearby foes' souls, thus increasing your own strength. Each affected foe will lose some Hit Points and add to your damage and Accuracy. Damage: Moderate, Recharge: Very Long EFFECTS: 41.7 Negative Energy damage; 5% To Hit increase per target hit for 30 seconds; 12.5% damage increase for each target hit for 30 seconds.												
Midnight Grasp	31	Click	100%	5'	11.96	0	2.07	15	0'	0°	0	Melee, Negative Energy
BOOSTS ALLOWED: Accuracy, Damage, Recharge, Endurance Discount, Debuff To Hit, Immobilize, Taunt POWER HELP TEXT: Mastery over the forces of the Netherworld allows you to create dark tentacles that can Immobilize and continuously drain the life force of your foe. Damage: Superior (DoT), Recharge: Slow EFFECTS: 53.37 Negative Energy damage; 4.58 Negative Energy damage every 1 second for 9 seconds; 15-second Immobilize of 3.57 strength versus critters only; 10-second Immobilize of 3.57 strength versus players only; 5% To Hit decrease for 20 seconds.												

FIERY MELEE

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Scorch	0	Click	100%	5'	4.368	0	1.67	3	0'	0°	0	Melee, Fire
BOOSTS ALLOWED: Accuracy, Damage, Endurance Discount, Recharge, Taunt POWER HELP TEXT: This power engulfs your hands in flames and can ignite the target of your Scorching attack. Once on fire, the target will suffer damage over time. Damage: Minor, Recharge: Fast EFFECTS: 35.02 Fire damage; 80% chance for additional 4.17 Fire damage every 1 second for 3 seconds.												
Fire Sword	0	Click	100%	5'	6.864	0	1.83	6	0'	0°	0	Melee, Lethal, Fire
BOOSTS ALLOWED: Accuracy, Damage, Endurance Discount, Recharge, Taunt POWER HELP TEXT: Through concentration, you can create a sword of fire that sets foes ablaze. Successful attacks from the Fire Sword will ignite your target, dealing damage over time. Damage: Moderate, Recharge: Moderate EFFECTS: 20.85 Lethal damage; 34.19 Fire damage; 80% chance for additional 4.17 Fire damage every 1 second for 4 seconds.												

FIERY MELEE CONT.

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Cremate	1	Click	100%	5'	8.528	0	1.5	8	0'	0°	0	Melee, Smashing, Fire
BOOSTS ALLOWED: Accuracy, Damage, Recharge, Endurance Discount, Taunt POWER HELP TEXT: Cremate is a slow but devastating attack that clobbers your foes with a massive two-handed fiery smash and sets them on fire. Damage: High, Recharge: Moderate EFFECTS: 26.68 Smashing damage; 41.7 Fire damage; 4.17 Fire damage every 1 second for 4 seconds.												
Build Up	5	Click	100%	0'	5.2	0	1.17	90	0'	0°	0	—
BOOSTS ALLOWED: Endurance Discount, Recharge, Buff To Hit POWER HELP TEXT: Build Up greatly increases the amount of damage you deal for a few seconds and slightly increases your Accuracy. Recharge: Long EFFECTS: 20% To Hit increase for 10 seconds; 80% damage increase for 10 seconds.												
Incinerate	7	Click	100%	5'	6.864	0	1.67	10	0'	0°	0	Melee, Fire
BOOSTS ALLOWED: Accuracy, Damage, Recharge, Endurance Discount, Taunt POWER HELP TEXT: Intense concentration can allow you to Incinerate an opponent. This will set your foe ablaze, dealing very high damage over a short time. Damage: High (DoT), Recharge: Slow EFFECTS: 10.42 Fire damage every .5 second for 5 seconds.												
Taunt	11	Click	100%	70'	0	0	2.67	10	15'	0°	5	Ranged
BOOSTS ALLOWED: Range, Taunt, Recharge POWER HELP TEXT: Taunt foes to attack you; this is useful to pull enemies off allies and keep them attacking you to raise your Fury. Recharge: Fast EFFECTS: 20-second Taunt versus critters only; 5-second Taunt versus players only.												
Breath of Fire	17	Click	120%	15'	10.192	0	2.67	10	15'	30°	10	AoE, Fire
BOOSTS ALLOWED: Accuracy, Damage, Recharge, Endurance Discount, Range, Taunt POWER HELP TEXT: This allows you to spew forth fire from your mouth, burning all foes within its narrow cone. This is a very accurate attack that can deal good damage at a close range. Damage: Moderate (DoT), Recharge: Slow EFFECTS: 28.35 Fire damage; 80% chance for additional 4.17 Fire damage every 1 second for 4 seconds.												
Fire Sword Circle	25	Click	100%	0'	18.512	0	4.17	20	10'	0°	10	Melee, Fire, Lethal
BOOSTS ALLOWED: Accuracy, Damage, Recharge, Endurance Discount, Taunt POWER HELP TEXT: Mastery of your Fire Sword has enabled you to make an attack on every foe within melee distance. This will slash and burn your enemies, dealing moderate damage and setting them ablaze. Damage: Moderate, Recharge: Slow EFFECTS: 32.31 Fire damage; 32.31 Fire damage; 80% chance for additional 4.17 Fire damage every 1 second for 4 seconds.												
Greater Fire Sword	31	Click	120%	5'	12.688	0	2.87	12	0'	0°	0	Melee, Lethal, Fire
BOOSTS ALLOWED: Accuracy, Damage, Recharge, Endurance Discount, Taunt POWER HELP TEXT: Your mastery of fire allows you to create an enhanced sword of fire that can set foes ablaze. Successful attacks from the Greater Fire Sword will ignite your target, dealing damage over time. Damage: Superior, Recharge: Slow EFFECTS: 41.7 Lethal damage; 60.04 Fire damage; 80% chance for additional 8.34 Fire damage every 1 second for 5 seconds.												

STONE MELEE

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Stone Fist	0	Click	100%	5'	5.2	0	0.57	4	0'	0°	0	Melee, Smashing
BOOSTS ALLOWED: Accuracy, Damage, Recharge, Endurance Discount, Disorient, Taunt POWER HELP TEXT: Your stone-covered fists attack swiftly for moderate damage and may Disorient your opponent. Damage: Moderate, Recharge: Fast EFFECTS: 41.7 Smashing damage; 10% chance for an 8-second Disorient of 2.38 strength versus critters only; 10% chance for an 8-second Disorient of 2.38 strength versus players only.												
Stone Mallet	0	Click	100%	5'	8.528	0	1.17	8	0'	0°	0	Melee, Smashing
BOOSTS ALLOWED: Accuracy, Damage, Endurance Discount, Knockback, Recharge, Taunt POWER HELP TEXT: Your control over the earth allows you to form a mallet of solid stone. This Stone Mallet deals heavy damage and can knock down weak foes. Damage: High, Recharge: Moderate EFFECTS: 68.38 Smashing damage; 50% chance for a Knockdown.												
Heavy Mallet	1	Click	100%	5'	11.856	0	1.17	12	0'	0°	0	Melee, Smashing
BOOSTS ALLOWED: Accuracy, Damage, Recharge, Endurance Discount, Knockback, Taunt POWER HELP TEXT: A more impressive form of Stone Mallet, the Heavy Mallet deals more damage but is slower to swing. It has a greater chance of knocking down opponents. Damage: Superior, Recharge: Slow EFFECTS: 95.07 Smashing damage; 75% chance for a Knockdown.												
Build Up	5	Click	100%	0'	5.2	0	1.17	90	0'	0°	0	—
BOOSTS ALLOWED: Endurance Discount, Recharge, Buff To Hit POWER HELP TEXT: Build Up greatly increases the amount of damage you deal for a few seconds and slightly increases your Accuracy. Recharge: Long EFFECTS: 20% To Hit increase for 10 seconds; 80% damage increase for 10 seconds.												
Fault	7	Click	80%	20'	10.192	0	2.1	20	15'	0°	10	AoE, Smashing
BOOSTS ALLOWED: Accuracy, Recharge, Endurance Discount, Knockback, Range, Disorient, Taunt POWER HELP TEXT: This powerful stomp can cause a seismic disturbance. This will crack the earth itself and send a fault toward your target that throws your foe and nearby enemies into the air, possibly Disorienting them. Fault deals no damage on its own. You must be on the ground to use this power. Recharge: Slow EFFECTS: 100% chance for a Knockdown; 100% chance for an 8-second Disorient of 2.38 strength versus critters only; 50% chance for an 8-second Disorient of 1.19 strength versus critters only; 100% chance for 5.34-second Disorient of 2.38 strength versus players only.												
Taunt	11	Click	100%	70'	0	0	2.67	10	15'	0°	5	Ranged
BOOSTS ALLOWED: Range, Taunt, Recharge POWER HELP TEXT: Taunt foes to attack you; this is useful to pull enemies off allies and keep them attacking you to raise your Fury. Recharge: Fast EFFECTS: 20-second Taunt versus critters only; 5-second Taunt versus players only.												



STONE MELEE CONT.

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Seismic Smash	17	Click	120%	5'	18.512	0	1.5	20	0'	0°	0	Melee, Smashing

BOOSTS ALLOWED: Accuracy, Damage, Recharge, Endurance Discount, Hold, Taunt POWER HELP TEXT: This massive attack hits with all the force of the earth itself. It deals tremendous amounts of damage and may Hold the target if your foe is not defeated outright. Damage: Extreme, Recharge: Slow EFFECTS: 148.45 Smashing damage; 100% chance for an 8-second Hold of 4.76 strength versus critters only; 100% chance for 5.34-second Hold of 4.76 strength versus players only.

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Hurl Boulder	25	Click	100%	80'	9.36	0	3.83	8	0'	0°	0	Ranged, Smashing

BOOSTS ALLOWED: Accuracy, Damage, Endurance Discount, Knockback, Range, Recharge, Taunt POWER HELP TEXT: You can tear up a chunk of ground beneath your feet and hurl it at an enemy. This attack deals moderate damage and can knock foes back and even drop them out of the air if they are flying. You must be on the ground to use this power. Damage: Moderate, Recharge: Moderate EFFECTS: 68.38 Smashing damage; 50% chance for a Knockback; disable Flight.

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Tremor	31	Click	100%	0'	13.52	0	3.3	14	15'	0°	10	AoE, Smashing

BOOSTS ALLOWED: Accuracy, Damage, Recharge, Endurance Discount, Knockback, Taunt POWER HELP TEXT: You can cause a localized earthquake immediately around you. This will deal moderate damage to every foe in melee range while knocking them back. You must be on the ground to use this power. Damage: Moderate, Recharge: Slow EFFECTS: 41.7 Smashing damage; 80% chance for a Knockdown.

SUPER STRENGTH

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Jab	0	Click	100%	5'	3.536	0	1.07	2	0'	0°	0	Melee, Smashing

BOOSTS ALLOWED: Accuracy, Damage, Endurance Discount, Disorient, Recharge, Taunt POWER HELP TEXT: This is a quick jab that deals minor damage but has a chance of Disorienting the target, especially if coupled with other attacks. Damage: Minor, Recharge: Very Fast EFFECTS: 28.35 Smashing damage; 10% chance for a 6-second Disorient of 2.38 strength versus critters only.

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Punch	0	Click	100%	5'	5.2	0	1.2	4	0'	0°	0	Melee, Smashing

BOOSTS ALLOWED: Accuracy, Damage, Recharge, Endurance Discount, Knockback, Taunt POWER HELP TEXT: Your Super Strength Punch can deal a moderate amount of damage, but most of all can knock your opponent down, unable to attack again until standing. Damage: Moderate, Recharge: Fast EFFECTS: 41.7 Smashing damage; 30% chance for a Knockdown.

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Haymaker	1	Click	100%	5'	8.528	0	1.5	8	0'	0°	0	Melee, Smashing

BOOSTS ALLOWED: Accuracy, Damage, Recharge, Endurance Discount, Knockback, Taunt POWER HELP TEXT: A slow but devastating attack, the Haymaker has a great chance of knocking your opponent down. Damage: High, Recharge: Moderate EFFECTS: 68.38 Smashing damage; 60% chance for a Knockdown.

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Hand Clap	5	Click	80%	0'	13	0	1.23	30	15'	0°	10	AoE

BOOSTS ALLOWED: Accuracy, Recharge, Endurance Discount, Disorient, Knockback, Taunt POWER HELP TEXT: You can clap your hands together with such force that you create a deafening shockwave. This shockwave can knock back nearby foes, and they have a chance to become Disoriented due to the shock to the inner ear. Hand Clap deals no damage. Recharge: Slow EFFECTS: 100% chance for an 8-second Disorient of 2.38 strength versus critters only; 50% chance for an 8-second Disorient of 1.19 strength versus critters only; 100% chance for 5.34-second Disorient of 2.38 strength versus players only; 100% chance for a Knockback.

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Knockout Blow	7	Click	120%	13.2'	18.512	0	2.23	25	0'	0°	0	Melee, Smashing

BOOSTS ALLOWED: Accuracy, Damage, Recharge, Endurance Discount, Knockback, Hold, Taunt POWER HELP TEXT: You can perform a Knockout Blow on your opponent. This punch does superior damage and has a great chance of Holding your target. Damage: Extreme, Recharge: Slow EFFECTS: 148.45 Smashing damage; 100% chance for 10-second Hold of 3.57 strength versus critters only; 100% chance for 6.67-second Hold of 3.57 strength versus players only; 100% chance for a Knockup.

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Taunt	11	Click	100%	70'	0	0	2.67	10	15'	0°	5	Ranged

BOOSTS ALLOWED: Range, Taunt, Recharge POWER HELP TEXT: Taunt foes to attack you; this is useful to pull enemies off allies and keep them attacking you to raise your Fury. Recharge: Fast EFFECTS: 20-second Taunt versus critters only; 5-second Taunt versus players only.

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Rage	17	Click	100%	1'	5.2	0	1.17	240	0'	0°	0	—

BOOSTS ALLOWED: Endurance Discount, Recharge, Buff To Hit POWER HELP TEXT: An unconscious Rage comes over you, sending you into a berserker fury. While raging, your damage and Accuracy are dramatically increased. However, when your Rage subsides, you are left with reduced Defense, drained of some of your Endurance, and unable to attack for a short while. Recharge: Very Long EFFECTS: 20% To Hit increase for 120 seconds; 80% damage increase for 120 seconds; after 120 seconds, 20% Defense debuff; after 120 seconds you can only use powers that affect yourself for 10 seconds; after 120 seconds, 25 Endurance is drained.

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Hurl	25	Click	100%	80'	9.36	0	3.83	8	0'	0°	0	Ranged, Smashing

BOOSTS ALLOWED: Accuracy, Damage, Recharge, Endurance Discount, Knockback, Range, Taunt POWER HELP TEXT: You are able to tear up a chunk of ground beneath your feet and Hurl it at an enemy. This attack deals moderate damage and can knock foes back and even drop them out of the air if they are flying. You must be on the ground to use this power. Damage: High, Recharge: Moderate EFFECTS: 68.38 Smashing damage; 50% chance for a Knockback; disable Flight.

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Foot Stomp	31	Click	100%	0'	18.512	0	2.1	20	15'	0°	10	AoE, Smashing

BOOSTS ALLOWED: Accuracy, Damage, Recharge, Endurance Discount, Knockback, Taunt POWER HELP TEXT: Using your superior leg strength, you can stomp your foot to the ground, quaking the earth itself. This is a localized attack against everything in melee range. You must be on the ground to use this power. Damage: Moderate, Recharge: Slow EFFECTS: 59.21 Smashing damage; 80% chance for a Knockdown.

SECONDARY POWERS

DARK ARMOR

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Dark Embrace	0	Toggle	100%	0'	0.104	0	0.67	4	0'	0°	0	—
BOOSTS ALLOWED: Endurance Discount, Recharge, Res Damage POWER HELP TEXT: You tap into the energy of the Netherworld to protect yourself from damage. This Dark Embrace shrouds you and grants resistance to Lethal, Smashing, Negative Energy, and Toxic damage. Recharge: Fast EFFECTS: 22.5% Smashing resistance; 22.5% Lethal resistance; 15% Toxic resistance; 15% Negative Energy resistance.												
Death Shroud	1	Toggle	100%	0'	1.04	0	1.17	4	8'	0°	10	AoE, Negative Energy
BOOSTS ALLOWED: Accuracy, Recharge, Endurance Discount, Damage, Taunt POWER HELP TEXT: You become a focus point for the Netherworld, allowing its Negative Energy to seep from your body. This will continuously damage all foes in melee range. Damage: Minor (DoT), Recharge: Fast EFFECTS: 8.34 Negative Energy damage every 2 seconds.												
Murky Cloud	3	Toggle	100%	0'	0.104	0	1.17	4	0'	0°	0	—
BOOSTS ALLOWED: Endurance Discount, Recharge, Res Damage POWER HELP TEXT: You create a Murky Cloud enshrouding you. This cloud can absorb all forms of energy, making you more resistant to Fire, Cold, Energy, and Negative Energy attacks, as well as Endurance Drain effects. Recharge: Fast EFFECTS: 22.5% Fire resistance; 22.5% Cold resistance; 15% Energy resistance; 15% Negative Energy resistance; 69% Endurance recovery resistance; 69% Endurance Drain resistance.												
Obsidian Shield	9	Toggle	100%	0'	0.104	0	1.17	4	0'	0°	0	—
BOOSTS ALLOWED: Endurance Discount, Recharge, Res Damage POWER HELP TEXT: You can create a special Obsidian Shield that grants good resistance to Psionic damage. With your mind enshrouded in darkness you are protected from Sleep, Fear, Hold, and Disorient attacks. Recharge: Fast EFFECTS: 37.5% Psionic resistance; protection versus Disorient 10.38; protection versus Hold 10.38; protection versus Sleep 10.38; protection versus Fear 10.38.												
Dark Regeneration	15	Click	100%	0'	3.38	0	1.17	30	20'	0°	10	AoE, Negative Energy
BOOSTS ALLOWED: Endurance Discount, Accuracy, Recharge, Heal, Damage POWER HELP TEXT: You can tap the dark essence of the Netherworld to drain a small amount of life from all enemies nearby, thus healing yourself. The more foes that are affected, the more you will be healed. Damage: Minor, Recharge: Slow EFFECTS: 8.34 Negative Energy damage per target; 449.76 Hit Point Heal per target.												
Cloak of Darkness	19	Toggle	100%	0'	0.13	0	1.17	20	0'	0°	0	—
BOOSTS ALLOWED: Endurance Discount, Recharge, Buff Defense POWER HELP TEXT: A shroud of Netherworld darkness envelops you, making you difficult to spot at a distance. You can be seen only at close range, or if you attack a target. Even if you're seen, the Cloak of Darkness grants you a bonus to Defense to all attacks and some protection from Immobilization. This Netherworld cloak also lets you to see things in a new light, allowing you to better see stealthy foes. Unlike some stealth powers, Cloak of Darkness has no movement penalty. Cloak of Darkness will not work with any other form of Concealment power such as Shadow Fall or Steamy Mist. Recharge: Slow EFFECTS: Stealth; 3.75% Defense increase versus all attacks; protection versus Immobilize 10.38; 60% Perception increase.												
Cloak of Fear	27	Toggle	67%	0'	2.6	0	1.17	4	8'	0°	10	AoE, Negative Energy
BOOSTS ALLOWED: Accuracy, Recharge, Endurance Discount, Debuff To Hit, Fear POWER HELP TEXT: You can wrap yourself in a nightmarish Cloak of Fear. Foes close to you are treated to visions most horrific, forcing them to tremble in terror, attacking only if attacked, and even then, with reduced Accuracy. Recharge: Fast EFFECTS: Fear of strength 4.47; 5% To Hit decrease.												
Oppressive Gloom	34	Toggle	100%	0'	0.156	0	1.17	8	8'	0°	10	AoE, Negative Energy
BOOSTS ALLOWED: Accuracy, Recharge, Endurance Discount, Disorient POWER HELP TEXT: The Netherworld has many mutable properties, such as the Oppressive Gloom. This power allows you to use your own Hit Points to keep enemies near you Disoriented and unable to use any powers. Endurance cost for this is minimal, but the power can be dangerous to use. Recharge: Moderate EFFECTS: 100% chance for Disorient of 2.38 strength versus critters only; 4.17 unresistible damage every 2 seconds.												
Soul Transfer	37	Click	100%	0'	0	0	1.17	300	25'	0°	10	AoE, Negative Energy
BOOSTS ALLOWED: Recharge, Heal, Recovery, Damage, Disorient POWER HELP TEXT: Should you fall in battle, you can perform a Soul Transfer, sucking the life force of all foes around you to bring yourself back from the brink of death. The more foes nearby, the more life is restored to you. Drained foes are left Disoriented. The dark effects of this Soul Transfer will leave you invulnerable for a brief time, and protected from XP Debt for 90 seconds. There must be at least one foe nearby to fuel the transfer and revive yourself. Damage: Moderate, Recharge: Very Long EFFECTS: Self-resurrect; 289.14 Hit Point Heal per target; restore 30 Endurance; 41.7 Negative Energy damage; 100% chance for a 10-second Disorient of 35.76 strength; 90-second Experience Debt protection												

ENERGY AURA

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Kinetic Shield	0	Toggle	100%	0'	0.13	0	0.73	4	0'	0°	0	—
BOOSTS ALLOWED: Endurance Discount, Recharge, Buff Defense POWER HELP TEXT: Kinetic Shield creates a harmonic Energy Aura that can deflect physical attacks. Your Defense to Smashing and Lethal attacks is increased as weapons and powers like bullets, blades, and punches tend to deflect off the shield. Kinetic Shield also grants you good resistance to Defense debuffs. The energy-based nature of Kinetic Shield also offers some minimal Defense to Energy attacks. Recharge: Fast EFFECTS: 12.75% Defense versus Smashing attacks; 12.75% Defense versus Lethal attacks; 1.8% Defense versus Energy attacks; 17.3% resistance versus Defense debuffs.												
Dampening Field	1	Auto	100%	0'	0	0	0.5	0	0'	0°	0	—
BOOSTS ALLOWED: Res Damage POWER HELP TEXT: Your body resonates a mild Dampening Field that absorbs kinetic energy from physical weapons. This auto power permanently reduces all incoming Smashing and Lethal damage. This power is always on and costs no Endurance. EFFECTS: 7.5% Smashing resistance; 7.5% Lethal resistance.												





ENERGY AURA CONT.

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Power Shield	3	Toggle	100%	0'	0.13	0	1.67	4	0'	0°	0	—

BOOSTS ALLOWED: Endurance Discount, Recharge, Buff Defense POWER HELP TEXT: This Power Shield creates a electromagnetic shield around you that can deflect non-physical attacks. Your Defense to Fire, Cold, Energy, and Negative Energy attacks is increased as these attacks are reflected or refracted off the shield. Power Shield also grants you good resistance to Defense debuffs. Recharge: Fast EFFECTS: 15% Defense versus Fire attacks; 15% Defense versus Cold attacks; 15% Defense versus Energy attacks; 10% Defense versus Negative Energy attacks; 17.3% resistance versus Defense debuffs.

Entropy Shield	9	Toggle	100%	0'	0.13	0	0.73	10	0'	0°	0	—

BOOSTS ALLOWED: Endurance Discount, Recharge POWER HELP TEXT: Entropy Shield diminishes and dampens the energy of controlling-type effects. The shield makes you resistant to Knockback, Repel, Disorient, Hold, Sleep, Immobilization, and enemy Teleportation for as long as you can keep this toggle power active. Entropy Shield also grants you good resistance to Defense debuffs. Recharge: Fast EFFECTS: Protection versus Knockback, Knockup, Repel; protection versus Teleportation; protection versus Disorient, Hold, Sleep, Immobilize 10.38; 17.3% resistance versus Defense debuffs.

Energy Protection	15	Auto	100%	0'	0	0	0.5	0	0'	0°	0	—

BOOSTS ALLOWED: Res Damage POWER HELP TEXT: Your ability to channel energy makes you naturally resistant to Energy and Negative Energy damage. This power is always on and costs no Endurance. EFFECTS: 9.3% Energy resistance; 7.5% Negative Energy resistance.

Energy Cloak	19	Toggle	100%	0'	0.13	0	0.73	20	0'	0°	0	—

BOOSTS ALLOWED: Recharge, Endurance Discount, Buff Defense POWER HELP TEXT: The Energy Cloak bends light around you so you become partially invisible. While cloaked you can only be seen at very close range. If you attack while cloaked, you will be discovered. Even if discovered, you still maintain a Defense bonus to all attacks. Unlike some stealth powers, the Energy Cloak has no movement penalty. The Energy Cloak will not work with any other form of Concealment powers. Recharge: Slow EFFECTS: Stealth; 3.75% Defense increase versus all attacks.

Energy Drain	27	Click	100%	0'	13	0	2.37	60	10'	0°	10	AoE, Energy

BOOSTS ALLOWED: Endurance Discount, Recharge, Recovery POWER HELP TEXT: Energy Drain leaches energy directly from the bodies of all nearby foes, draining their Endurance. Each foe you draw energy from increases your Endurance. If there are no foes within range, you will not gain any Endurance. Recharge: Long EFFECTS: Restores 25 Endurance for each target hit; drains 33% of total Endurance versus critters only; drains 10 Endurance versus players only: 30% chance for 100% Endurance recovery for 4 seconds.

Conserve Power	34	Click	100%	0'	7.8	0	1.17	600	0'	0°	0	—

BOOSTS ALLOWED: Endurance Discount, Recharge POWER HELP TEXT: You can focus for a moment to conserve your Endurance. After activating this power, you expend less Endurance on all other powers for a while. Recharge: Very Long EFFECTS: Endurance discount for 90 seconds.

Overload	37	Click	100%	0'	2.6	0	3	1000	0'	0°	0	—

BOOSTS ALLOWED: Endurance Discount, Recharge, Buff Defense, Recovery, Heal POWER HELP TEXT: You can Overload your energy aura and dramatically improve your Defense to all attack types except Psionic attacks. Overload also grants you high resistance to Defense debuffs. This energy aura is so powerful that it can even absorb some damage, effectively increasing your Max Hit Points. However, when Overload wears off, you are left drained of all Endurance and unable to recover Endurance for a while. Recharge: Very Long EFFECTS: 45% Defense versus Smashing, Lethal, Fire, Cold, Energy, and Negative Energy attacks for 180 seconds; increase Endurance recovery 100% for 180 seconds; increase Max Hit Points by 599.7; 34.6% resistance versus Defense debuffs; after 180 seconds, 100% Endurance decrease; after 180 seconds, 100% Endurance recovery decrease for 20 seconds.

FIERY AURA

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Fire Shield	0	Toggle	100%	0'	0.13	0	1.67	2	0'	0°	0	—

BOOSTS ALLOWED: Endurance Discount, Recharge, Res Damage POWER HELP TEXT: While this power is active, Fire Shield gives you good resistance to Lethal, Smashing, and Fire damage. Fire Shield also provides minimal resistance to Cold damage and protection from Disorient effects. Recharge: Very Fast EFFECTS: 22.5% Smashing resistance; 22.5% Lethal resistance; 22.5% Fire resistance; 7.5% Cold resistance; protection versus Disorient 10.38.

Blazing Aura	1	Toggle	100%	0'	1.04	0	2.03	4	8'	0°	10	AoE, Fire

BOOSTS ALLOWED: Accuracy, Recharge, Endurance Discount, Damage, Taunt POWER HELP TEXT: While this is active, you are surrounded by flames that burn all foes that attempt to enter melee range. Damage: Minor (DoT), Recharge: Fast EFFECTS: 9.17 Fire damage every 2 seconds.

Healing Flames	3	Click	100%	0'	10.4	0	1.5	60	0'	0°	0	—

BOOSTS ALLOWED: Endurance Discount, Heal, Recharge, Res Damage POWER HELP TEXT: You can concentrate for a few moments to heal yourself. The power of the flames can also protect you from Toxic damage for a while. Recharge: Long EFFECTS: 262.36 Hit Point Heal; 15% Toxic resistance for 60 seconds.

Temperature Protection	9	Auto	100%	0'	0	0	0	0	0'	0°	0	—

BOOSTS ALLOWED: Res Damage POWER HELP TEXT: Temperature Protection gives you strong resistance to Fire damage and some resistance to Cold damage. This power is always on and costs no Endurance. EFFECTS: 7.5% Cold resistance; 22.5% Fire resistance.

Plasma Shield	15	Toggle	100%	0'	0.13	0	3	2	0'	0°	0	—

BOOSTS ALLOWED: Endurance Discount, Recharge, Res Damage POWER HELP TEXT: While this power is active, you are surrounded by pure plasma. The Plasma Shield gives you resistance to Energy, Negative Energy, and Fire damage. Plasma Shield also gives you protection from Sleep and Hold effects. Recharge: Very Fast EFFECTS: 22.5% Energy resistance; 22.5% Negative Energy resistance; 22.5% Fire resistance; protection versus Hold 10.38; protection versus Sleep 10.38.

Consume	19	Click	100%	0'	0.52	0	2.03	180	20'	0°	10	AoE, Fire

BOOSTS ALLOWED: Accuracy, Recharge, Endurance Discount, Damage, Recovery, Taunt POWER HELP TEXT: You can drain body heat from all nearby foes to replenish your own Endurance. The more foes that are affected, the more Endurance is gained. Foes suffer minimal Fire damage. Damage: Minor Recharge: Very Long EFFECTS: 16.68 Fire damage; restore 20 Endurance per target.

FIERY AURA CONT.

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Burn	27	Click	100%	0'	5.2	0	2.03	10	0'	0°	0	—

BOOSTS ALLOWED: Endurance Discount, Recharge, Damage POWER HELP TEXT: You can ignite the ground beneath you, freeing yourself from Immobilization effects. Foes that enter the flames you leave behind will take damage. You must be near the ground to activate this power. Damage: Moderate (DoT) Recharge: Slow EFFECTS: 3.38 Fire damage every .2 second; protection versus Immobilize 10.38 for 100 seconds.

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Fiery Embrace	34	Click	100%	0'	7.8	0	0.73	180	0'	0°	0	—

BOOSTS ALLOWED: Endurance Discount, Recharge POWER HELP TEXT: Significantly boosts the damage of all your Fire attacks for quite a while. Also increases the damage of all your other non-Fire-based attacks for a short while. Recharge: Very Long EFFECTS: 100% Fire damage increase for 30 seconds; 80% damage increase to all other damage types for 10 seconds.

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Rise of the Phoenix	37	Click	100%	0'	0	0	4.33	300	0'	0°	0	—

BOOSTS ALLOWED: Heal, Recovery, Recharge, Damage, Disorient POWER HELP TEXT: If you are defeated, you can rise from the ashes. The fiery resurrection blasts nearby foes with an explosion and knocks them down and Disorients them. You will revive with about half of your Hit Points and Endurance. Rise of the Phoenix leaves you invulnerable for a brief time and protected from XP Debt for 90 seconds. Recharge: Very Long EFFECTS: Self-resurrect; 749.6 Hit Point Heal; restore 50 Endurance; 112.77 Fire damage; 100% chance for 10-second Disorient of 6.16 strength; 90-second Experience Debt protection.

INVULNERABILITY

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Resist Physical Damage	0	Auto	100%	0'	0	0	0	0	0'	0°	0	—

BOOSTS ALLOWED: Res Damage POWER HELP TEXT: You are naturally tough and inherently resistant to Smashing and Lethal damage. This power is always on and costs no Endurance. EFFECTS: 5.6% Smashing resistance; 5.6% Lethal resistance.

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Temp Invulnerability	1	Toggle	100%	0'	0.13	0	0.67	2	0'	0°	0	—

BOOSTS ALLOWED: Endurance Discount, Recharge, Res Damage POWER HELP TEXT: When you toggle on this power, you become highly resistant to Smashing and Lethal damage. Recharge: Fast EFFECTS: 22.5% Smashing resistance; 22.5% Lethal resistance.

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Dull Pain	3	Click	100%	0'	10.4	0	0.73	360	0'	0°	0	—

BOOSTS ALLOWED: Endurance Discount, Recharge, Heal POWER HELP TEXT: You can activate this power to increase your Maximum Hit Points for a short time. Recharge: Very Long EFFECTS: Increase Max Hit Points by 599.7; 599.8 Hit Point Heal.

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Resist Elements	9	Auto	100%	0'	0	0	0	0	0'	0°	0	—

BOOSTS ALLOWED: Res Damage POWER HELP TEXT: You are naturally resistant to the elements and always take less Fire, Cold, and Toxic Damage. This power is always on and costs no Endurance. EFFECTS: 5.6% Fire resistance; 5.6% Cold resistance; 5.6% Toxic resistance.

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Unyielding	15	Toggle	100%	0'	0.13	0	2.33	10	0'	0°	0	—

BOOSTS ALLOWED: Endurance Discount, Recharge, Res Damage POWER HELP TEXT: When you toggle on this power, you become Unyielding. You are resistant to all damage but Psionics, as well as Knockback, Sleep, Hold, Immobilize, and Disorient effects. However, your defiant stature means you are more likely to be hit. Recharge: Slow EFFECTS: 3.75% Smashing, Lethal resistance; 7.5% Fire, Cold, Energy, Negative Energy, Toxic resistance; protection versus Knockback, Knockup, Repel; protection from Disorient, Hold, Sleep, Immobilize 10.38; -5% Defense.

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Resist Energies	19	Auto	100%	0'	0	0	0.5	0	0'	0°	0	—

BOOSTS ALLOWED: Res Damage POWER HELP TEXT: You are naturally resistant to Energy and Negative Energy damage. This power is always on and costs no Endurance. EFFECTS: 5.6% Energy resistance; 5.6% Negative Energy resistance.

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Invincibility	27	Toggle	100%	0'	0.208	0	3	10	8'	0°	10	—

BOOSTS ALLOWED: Endurance Discount, Recharge, Buff Defense, Buff To Hit, Taunt POWER HELP TEXT: While this power is active, for each nearby foe in melee range you receive a bonus to Defense against all attacks but Psionics, and a bonus to your Accuracy. This power is most effective while fighting multiple opponents. The first foe you engage in melee grants the highest Defense bonus, and up to 10 foes can contribute to your Defense and To Hit Bonus. Recharge: Slow EFFECTS: 20% To Hit increase; 3.75% Defense versus all attacks except Psionic; additional 1.1% Defense versus all attacks except Psionic per target.

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Tough Hide	34	Auto	100%	0'	0	0	0	0	0'	0°	0	—

BOOSTS ALLOWED: Buff Defense POWER HELP TEXT: Your thickened skin makes you much tougher to hit. This power is always on and costs no Endurance. Tough Hide offers no protection to Psionic attacks. EFFECTS: 3.75% Defense versus all attacks except Psionic.

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Unstoppable	37	Click	100%	0'	2.6	0	3.1	1000	0'	0°	0	—

BOOSTS ALLOWED: Endurance Discount, Recharge, Res Damage, Recovery POWER HELP TEXT: When you activate this power, you become extremely resistant not only to most damage, but also to Disorient, Immobilization, Hold, Knockback, and Sleep effects. Endurance recovery is also increased. Unstoppable costs little Endurance to activate, but when it wears off you are left exhausted, and drained of almost all Health and Endurance. Recharge: Very Long EFFECTS: 52.5% Smashing , Lethal, Fire, Cold, Energy, Negative Energy, Toxic resistance for 180 seconds; increase Endurance recovery 100% for 180 seconds; protection versus Knockback, Knockup, Repel for 180 seconds; protection versus Disorient, Hold, Sleep, Immobilize 17.3 for 180 seconds; after 180 seconds, 90% Hit Point decrease; after 180 seconds, 100% Endurance decrease.





STONE ARMOR

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Rock Armor	0	Toggle	100%	0'	0.13	0	0.73	4	0'	0°	0	—
BOOSTS ALLOWED: Endurance Discount, Recharge, Buff Defense POWER HELP TEXT: Your skin becomes stone while this power is active. Rock Armor protects you from Smashing and Lethal attacks. They are less likely to land and affect you. Rock Armor also grants you resistance to Defense debuffs. It cannot be active at the same time as Granite Armor. Recharge: Fast EFFECTS: 12% Defense versus Smashing attacks; 12% Defense versus Lethal attacks; 13.8% resistance versus Defense debuffs.												
Stone Skin	1	Auto	100%	0'	0	0	0	0	0'	0°	0	—
BOOSTS ALLOWED: Res Damage POWER HELP TEXT: Your tough skin is naturally resistant to Smashing and Lethal damage. This power is always on and costs no Endurance. EFFECTS: 7.5% Smashing resistance; 7.5% Lethal resistance.												
Earth's Embrace	3	Click	100%	0'	10.4	0	2.03	360	0'	0°	0	—
BOOSTS ALLOWED: Endurance Discount, Heal, Recharge, Res Damage POWER HELP TEXT: You are so connected to the earth, you can draw upon its power to add to your own Health. Activating this power increases your Maximum Hit Points and grants you resistance to Toxic damage. Recharge: Very Long EFFECTS: Increase Max Hit Points by 599.7; 599.8 Hit Point Heal; 15% Toxic resistance for 120 seconds.												
Mud Pots	9	Toggle	100%	0'	1.56	0	2.03	4	8'	0°	10	AoE, Fire
BOOSTS ALLOWED: Accuracy, Endurance Discount, Recharge, Damage, Slow, Taunt POWER HELP TEXT: While this power is active, you draw upon the geothermal power of the earth to create a bubbling pool of hot mud around yourself. All foes in melee range will become snared and entrapped in the mud, Immobilizing some and Slowing others. The boiling heat from Mud Pots may also deal some damage over time to the snared foes. Damage: Minor (DoT), Recharge: Fast EFFECTS: 7.5 Fire damage every 2 seconds; 50% Run, Jump Speed decrease for 6 seconds; 100% chance for Immobilize of 2.38 strength.												
Rooted	15	Toggle	100%	0'	0.104	0	1.17	4	0'	0°	0	—
BOOSTS ALLOWED: Endurance Discount, Recharge, Heal POWER HELP TEXT: While this power is active, you merge with the earth and draw forth its power to become resistant to Knockback, Sleep, Hold, Disorient, and Endurance Drain effects, and increase your Hit Point regeneration rate. You must remain in close contact with the earth, so you will move extremely slow and you cannot activate Fly powers, Sprint, Super Speed, or Jump powers while this power is active. Rooted also grants you resistance to Defense debuffs. Recharge: Fast EFFECTS: Protection versus Knockback, Knockup, Repel; protection from Disorient, Hold, Sleep, Immobilize 10.38; increase regeneration 100%; resistance versus recovery debuff; resistance versus Endurance Drain; 90% Run Speed decrease; 13.8% resistance versus Defense debuffs.												
Brimstone Armor	19	Toggle	100%	0'	0.13	0	0.73	4	0'	0°	0	—
BOOSTS ALLOWED: Endurance Discount, Recharge, Res Damage POWER HELP TEXT: While this power is active, your skin becomes encrusted in cracked magma. Brimstone Armor makes you highly resistant to Fire and Cold damage. It cannot be active at the same time as Granite Armor. Recharge: Fast EFFECTS: 18.75% Fire resistance; 18.75% Cold resistance.												
Crystal Armor	27	Toggle	100%	0'	0.13	0	2.03	4	0'	0°	0	—
BOOSTS ALLOWED: Endurance Discount, Recharge, Buff Defense POWER HELP TEXT: While this power is active, your skin becomes encrusted in various quartz crystals. Crystal Armor makes Energy and Negative Energy attacks less likely to hit. This power also grants you resistance to Defense debuffs. It cannot be active at the same time as Granite Armor. Recharge: Fast EFFECTS: 12% Defense versus Energy attacks; 12% Defense versus Negative Energy; 13.8% resistance versus Defense debuffs.												
Minerals	34	Toggle	100%	0'	0.13	0	0.73	4	0'	0°	0	—
BOOSTS ALLOWED: Endurance Discount, Recharge, Buff Defense POWER HELP TEXT: Activating this power summons several rare earth rock Minerals to orbit around you. These Minerals can disperse thought patterns and make Psionic attacks less likely to hit. They also bring clarity of the mind and increase your Perception to see hidden foes, and grant resistance to Confusion. It cannot be active at the same time as Granite Armor. Recharge: Fast EFFECTS: 18.75% Defense versus Psionic attacks; increased Perception; protection from Confuse 10.38; 69.2% resistance to Confuse.												
Granite Armor	37	Toggle	100%	0'	0.13	0	0.73	10	0'	0°	0	—
BOOSTS ALLOWED: Endurance Discount, Recharge, Res Damage, Buff Defense POWER HELP TEXT: When you activate this power, you are transformed into a massive bulk of unyielding granite. Your incredible mass makes you almost completely invulnerable and resistant to most effects. However, you also become quite heavy and cannot fly; your attack and movement speed are Slowed and you do less damage. Granite Armor also grants you high resistance to Defense debuffs. This cannot be active at the same time as other armors in this set, Fly powers, Sprint, Super Speed, or Jump powers. Recharge: Slow EFFECTS: 37.5% Smashing, Lethal, Fire, Cold, Energy, Negative Energy, Toxic resistance; 15% Defense versus Smashing, Lethal, Fire, Cold, Energy, Negative Energy attacks; protection versus Knockback, Knockup, Repel; protection versus Disorient, Hold, Sleep, Immobilize 17.3; 30% decrease damage; 70% Run Speed decrease; 65% recharge decrease; 34.6% resistance versus Defense debuffs.												

POWER SETS

PRIMARY POWERS

CLAWS

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Swipe	0	Click	100%	5'	2.912	0	1.5	1.7	0'	0°	0	Melee, Lethal

BOOSTS ALLOWED: Accuracy, Damage, Endurance Discount, Recharge POWER HELP TEXT: This attack, two quick Swipes with your claws, does minor Lethal damage but has a quick recharge rate. Damage: Minor, Recharge: Very Fast EFFECTS: 35.02 Lethal damage; additional 35.02 Lethal damage if hidden; 20% chance for additional 35.02 Lethal damage if target is Held or Sleeping.

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Strike	0	Click	100%	5'	4.16	0	1.17	3.2	0'	0°	0	Melee, Lethal

BOOSTS ALLOWED: Accuracy, Damage, Recharge, Endurance Discount POWER HELP TEXT: You perform a deadly Strike with your claws. This is a basic attack that deals a moderate amount of Lethal damage. Damage: Moderate, Recharge: Fast EFFECTS: 50.04 Lethal damage; additional 50.04 Lethal damage if hidden; 20% chance for additional 50.04 Lethal damage if target is Held or Sleeping.

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Slash	1	Click	100%	5'	5.4912	0	1.33	4.8	0'	0°	0	Melee, Lethal

BOOSTS ALLOWED: Accuracy, Damage, Recharge, Endurance Discount, Debuff Defense POWER HELP TEXT: You Slash at your foe with your claws, dealing a good amount of Lethal damage, but this has a longer recharge rate than Swipe or Strike. This attack can reduce a target's Defense, making your foe easier to hit. Damage: Moderate, Recharge: Fast EFFECTS: 66.06 Lethal damage; additional 66.06 Lethal damage if hidden; 20% chance for additional 66.06 Lethal damage if target is Held or Sleeping; decrease Defense by 10% for 10 seconds.

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Assassin's Claw	5	Click	120%	5'	14.352	2	1	15	0'	0°	0	Melee, Lethal

BOOSTS ALLOWED: Accuracy, Damage, Recharge, Endurance Discount POWER HELP TEXT: A signature Stalker attack, Assassin's Claw does moderate damage on its own as a frontal attack. However, if it is executed while you are hidden, this attack will do tremendous Lethal damage as you impale your unsuspecting foe. This attack may be interrupted if you move or are attacked while executing this power. Damage: Special, Recharge: Slow EFFECTS: 50.04 Lethal damage; additional 300.29 Lethal damage if hidden; 22% chance to drop toggle versus players only; 4% chance to drop toggle versus players only.

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Build Up	7	Click	100%	0'	5.2	0	0.73	90	0'	0°	0	—

BOOSTS ALLOWED: Endurance Discount, Recharge, Buff To Hit POWER HELP TEXT: Build Up greatly increases the amount of damage you deal for a few seconds and slightly increases your Accuracy. Recharge: Long EFFECTS: 20% To Hit increase for 10 seconds; 80% damage increase for 10 seconds.

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Placate	11	Click	100%	50'	2.6	0	1.5	60	0'	0°	0	—

BOOSTS ALLOWED: Range, Recharge POWER HELP TEXT: Placate allows you to trick a foe to no longer attack you. A successful Placate will also hide you. This hide is very brief and offers no Defense bonus, but it will allow you to deliver a critical hit or an Assassin's Claw. However, a Placated foe who is attacked will be able to attack you back. Recharge: Long EFFECTS: 10-second Placate versus critters only; 6-second Placate versus players only.

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Focus	17	Click	100%	40'	6.8224	0	1.53	6.4	0'	0°	0	Ranged, Lethal

BOOSTS ALLOWED: Accuracy, Damage, Recharge, Endurance Discount, Knockback, Range POWER HELP TEXT: This power projects a burst of Focused power over a short distance. Focus deals high Lethal damage and can possibly knock down your foe. Damage: High, Recharge: Moderate
EFFECTS: 82.08 Lethal damage; additional 82.08 Lethal damage if hidden; 20% chance for additional 82.08 Lethal damage if target is Held or Sleeping; 100% chance for a Knockdown.

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Eviscerate	25	Click	100%	5'	8.84	0	2.17	8.375	5'	90°	5	Melee, Lethal

BOOSTS ALLOWED: Accuracy, Damage, Recharge, Endurance Discount POWER HELP TEXT: You spin and slash violently, Eviscerating all foes in a wide arc in front of you. If you execute this while hidden, all affected targets have a chance to be hit with a critical for extra Lethal damage; there is also a very small chance you may land a critical hit with Eviscerate even if you are not hidden. Damage: Superior, Recharge: Slow EFFECTS: 85.08 Lethal damage; 50% chance for additional 85.08 Lethal damage if hidden; 15% chance for additional 85.08 Lethal damage if target is Held or Sleeping.

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Shockwave	31	Click	100%	30'	10.5248	0	1.53	12.1	30'	90°	10	Melee, Lethal

BOOSTS ALLOWED: Accuracy, Damage, Recharge, Endurance Discount, Knockback, Range POWER HELP TEXT: This projects a Shockwave of focused power that can travel a short distance. Shockwave travels in a wide arc in front of you dealing moderate Lethal damage and possibly knocking back foes. If you execute this while hidden, all affected targets have a chance to be hit with a critical for extra damage. Damage: Moderate, Recharge: Slow EFFECTS: 50.04 Lethal damage; 50% chance for additional 50.04 Lethal damage if hidden; 10% chance for additional 50.04 Lethal damage if target is Held or Sleeping; 100% chance for a Knockback.

ENERGY MELEE

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Barrage	0	Click	100%	5'	3.536	0	1.33	2	0'	0°	0	Melee, Smashing, Energy

BOOSTS ALLOWED: Accuracy, Damage, Endurance Discount, Disorient, Recharge POWER HELP TEXT: You perform a quick punch that deals minor Smashing and Energy damage. Coupled with other Energy punches, Barrage can Disorient a foe. Damage: Minor, Recharge: Very Fast EFFECTS: 25.02 Smashing damage; 9.0 Energy damage; additional 34.03 Energy damage if hidden; 20% chance for additional 34.03 Energy damage if target is Held or Sleeping; 10% chance for a 6-second Disorient of 2.38 strength versus critters only; 5% chance for a 4-second Disorient of 2.38 strength versus players only.

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Energy Punch	0	Click	100%	5'	5.2	0	0.57	4	0'	0°	0	Melee, Smashing, Energy

BOOSTS ALLOWED: Accuracy, Damage, Recharge, Endurance Discount, Disorient POWER HELP TEXT: You perform a powerful Energy Punch that deals moderate Smashing and Energy damage. When used with other Energy melee attacks, Energy Punch can Disorient your opponent. Damage: Moderate, Recharge: Fast
EFFECTS: 35.03 Smashing damage; 15.01 Energy damage; additional 50.04 Energy damage if hidden; 20% chance for additional 50.04 Energy damage if target is Held or Sleeping; 10% chance for a 5-second Disorient of 2.38 strength versus critters only; 5% chance for a 3.3-second Disorient of 2.38 strength versus players only.





ENERGY MELEE CONT.

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Bone Smasher	1	Click	100%	5'	8.528	0	1.5	8	0'	0°	0	Melee, Smashing, Energy

BOOSTS ALLOWED: Accuracy, Damage, Recharge, Endurance Discount, Disorient POWER HELP TEXT: A Bone Smasher attack can be slow, but it compensates by dealing a good amount of Smashing and Energy damage and having a better chance to Disorient than Energy Punch. Damage: High, Recharge: Moderate EFFECTS: 50.04 Smashing damage; 32.03 Energy damage; additional 82.08 Energy damage if hidden; 20% chance for additional 82.08 Energy damage if target is Held or Sleeping; 30% chance for an 8-second Disorient of 3.57 strength versus critters only; 30% chance for a 5.4-second Disorient of 3.57 strength versus players only.

Assassin's Strike	5	Click	120%	5'	14.352	2	1	15	0'	0°	0	Melee, Smashing, Energy

BOOSTS ALLOWED: Accuracy, Damage, Recharge, Endurance Discount POWER HELP TEXT: A signature Stalker attack, Assassin's Strike does moderate damage on its own as a frontal attack. However, if it is executed while you are hidden, this attack will do tremendous Smashing and Energy damage as you waylay your unsuspecting foe. This attack may be interrupted if you move or are attacked while executing this power. Damage: Special, Recharge: Slow EFFECTS: 35.03 Smashing damage; 15.01 Energy damage; additional 300.29 Energy damage if hidden; 22% chance to drop toggle versus players only; 4% chance to drop toggle versus players only.

Build Up	7	Click	100%	0'	5.2	0	1.17	90	0'	0°	0	—

BOOSTS ALLOWED: Endurance Discount, Recharge, Buff To Hit POWER HELP TEXT: Build Up greatly increases the amount of damage you deal for a few seconds and slightly increases your Accuracy. Recharge: Long EFFECTS: 20% To Hit increase for 10 seconds; 80% damage increase for 10 seconds.

Placate	11	Click	100%	50'	0	0	1.5	60	0'	0°	0	—

BOOSTS ALLOWED: Range, Recharge POWER HELP TEXT: This allows you to trick a foe to no longer attack you. A successful Placate will also hide you. This hide is very brief and offers no Defense bonus, but it will allow you to deliver a critical hit or an Assassin's Strike. However, a Placated foe who is attacked can attack you back. Recharge: Long EFFECTS: 10-second Placate versus critters only; 6-second Placate versus players only.

Stun	17	Click	100%	5'	10.192	0	1.8	20	0'	0°	0	Melee, Smashing, Energy

BOOSTS ALLOWED: Accuracy, Damage, Recharge, Endurance Discount, Disorient POWER HELP TEXT: By focusing your internal energy on your fists, you can turn them into personal tasers. This Stun attack deals minor Smashing and Energy damage but has the best chance to Disorient a target. Damage: Minor, Recharge: Slow EFFECTS: 7.5 Smashing damage; 5.0 Energy damage; additional 12.51 Energy damage if hidden; 20% chance for additional 12.51 Energy damage if target is Held or Sleeping; 100% chance for 10-second Disorient of 3 strength versus critters only; 100% chance for 6.67-second Disorient of 3 strength versus players only.

Energy Transfer	25	Click	120%	5'	10.192	0	1	20	0'	0°	0	Melee, Smashing, Energy

BOOSTS ALLOWED: Accuracy, Damage, Recharge, Endurance Discount POWER HELP TEXT: Mastery of Energy Melee begins with the ability to transfer your own Hit Points into a punch that deals extreme Smashing and Energy damage. Energy Transfer has a good chance of Disorienting the target. Unlike other Stalker primary attack powers, Energy Transfer cannot land a critical hit. However, if this attack is executed successfully while you're hidden, you can avoid the Hit Point loss to yourself and deal a massive blow with no penalty. Damage: Extreme, Recharge: Slow EFFECTS: 78.07 Smashing damage; 150.14 Energy damage; 125.12 unresistible damage to self; 50% chance for an 8-second Disorient of 3.57 strength versus critters only; 50% chance for a 5.4-second Disorient of 3.57 strength versus players only.

Total Focus	31	Click	120%	5'	18.512	0	3.3	20	0'	0°	0	Melee, Smashing, Energy

BOOSTS ALLOWED: Accuracy, Damage, Recharge, Endurance Discount, Disorient POWER HELP TEXT: Total Focus is complete mastery over Energy Melee. This is a very slow but incredibly devastating Smashing and Energy attack that can knock out most opponents, leaving them Disoriented. Due to the exhausting nature of Total Focus, recharge time is very long. A critical hit with Total Focus deals extra damage but not double. Damage: Extreme, Recharge: Long EFFECTS: 50.04 Smashing damage; 128.12 Energy damage; additional 50.04 Energy damage if hidden; 20% chance for additional 50.04 Energy damage if target is Held or Sleeping; 100% chance for 10-second Disorient of 4.76 strength versus critters only; 100% chance for 6.67-second Disorient of 4.76 strength versus players only.

MARTIAL ARTS

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Thunder Kick	0	Click	105%	5'	4.368	0	1.07	3	0'	0°	0	Melee, Smashing

BOOSTS ALLOWED: Accuracy, Damage, Recharge, Endurance Discount, Disorient POWER HELP TEXT: You can perform a strong Thunder Kick that hits so hard it can Disorient your target. Damage: Minor, Recharge: Fast EFFECTS: 42.04 Smashing damage; additional 42.04 Smashing damage if hidden; 20% chance for additional 42.04 Smashing damage if target is Held or Sleeping; 10% chance for a 6-second Disorient of 2.38 strength.

Storm Kick	0	Click	105%	5'	7.0044	0	1	6	0'	0°	0	Melee, Smashing

BOOSTS ALLOWED: Accuracy, Damage, Recharge, Endurance Discount POWER HELP TEXT: You can unleash a roundhouse kick that pummels your foe for moderate Smashing damage. Damage: Moderate, Recharge: Medium EFFECTS: 66.06 Smashing damage; additional 66.06 Smashing damage if hidden; 20% chance for additional 66.06 Smashing damage if target is Held or Sleeping.

Crippling Axe Kick	1	Click	105%	5'	8.528	0	2.17	8	0'	0°	0	Melee, Smashing

BOOSTS ALLOWED: Accuracy, Damage, Endurance Discount, Immobilize, Recharge, Slow POWER HELP TEXT: You can perform a Crippling Axe Kick that deals minor Smashing damage but has a chance to Immobilize your target and Slow his or her Run Speed. Crippling Axe Kick may also knock some flying entities out of the sky. Damage: Moderate, Recharge: Fast EFFECTS: 82.08 Smashing damage; additional 82.08 Smashing damage if hidden; 20% chance for additional 82.08 Smashing damage if target is Held or Sleeping; 100% chance for 10-second Immobilize of 2.38 strength versus critters only; 50% chance for 10-second Immobilize of 1.19 strength versus critters only; 100% chance for 6.67-second Immobilize of 2.38 strength versus players only; 50% Run, Jump Speed decrease; disable Flight.

Assassin's Blow	5	Click	120%	5'	14.352	2	1	15	0'	0°	0	Melee, Smashing

BOOSTS ALLOWED: Accuracy, Damage, Recharge, Endurance Discount POWER HELP TEXT: A signature Stalker attack, Assassin's Blow attack does moderate Smashing damage on its own as a frontal attack. However, if it is executed while you are hidden, this attack will do tremendous damage as you waylay your unsuspecting foe. This attack may be interrupted if you move or are attacked while executing this power. Damage: Special, Recharge: Slow EFFECTS: 50.04 Smashing damage; additional 300.29 Smashing damage if hidden; 22% chance to drop toggle versus players only; 4% chance to drop toggle versus players only.

MARTIAL ARTS CONT.

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Focus Chi	7	Click	100%	0'	5.2	0	1.17	90	0'	0°	0	—

BOOSTS ALLOWED: Endurance Discount, Recharge, Buff To Hit POWER HELP TEXT: Tapping into your inner chi greatly increases the amount of damage you deal for a few seconds and slightly increases your Accuracy. Recharge: Long EFFECTS: 20% To Hit increase for 10 seconds; 80% damage increase for 10 seconds.

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Placate	11	Click	100%	50'	0	0	1.5	60	0'	0°	0	—

BOOSTS ALLOWED: Range, Recharge POWER HELP TEXT: Placate allows you to trick a foe to no longer attack you. A successful Placate will also hide you. This hide is very brief and offers no Defense bonus, but it will allow you to deliver a critical hit or an Assassin's Blow. However, a Placated foe who is attacked will be able to attack you back. Recharge: Long EFFECTS: 10-second Placate versus critters only; 6-second Placate versus players only.

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Cobra Strike	17	Click	105%	5'	10.14	0	1.93	20	0'	0°	0	Melee, Smashing

BOOSTS ALLOWED: Accuracy, Damage, Recharge, Endurance Discount, Disorient POWER HELP TEXT: Using intense martial arts focus, you can perform a Cobra Strike that deals minor Smashing damage but has a great chance of Disorienting your target. Damage: Minor, Recharge: Slow EFFECTS: 12.51 Smashing damage; additional 12.51 Smashing damage if hidden; 20% chance for additional 12.51 Smashing damage if target is Held or Sleeping; 100% chance for 10-second Disorient of 3.57 strength versus critters only; 100% chance for 6.67-second Disorient of 3.57 strength versus players only.

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Crane Kick	25	Click	105%	5'	10.192	0	2	10	0'	0°	0	Melee, Smashing

BOOSTS ALLOWED: Accuracy, Damage, Endurance Discount, Knockback, Recharge POWER HELP TEXT: You can perform a slow, high Smashing damage kick that will likely knock your target back. Damage: High, Recharge: Moderate EFFECTS: 98.09 Smashing damage; additional 98.09 Smashing damage if hidden; 20% chance for additional 98.09 Smashing damage if target is Held or Sleeping; 60% chance for a Knockback.

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Eagle's Claw	31	Click	105%	5'	11.856	0	3	12	0'	0°	0	Melee, Smashing

BOOSTS ALLOWED: Accuracy, Damage, Endurance Discount, Disorient, Recharge POWER HELP TEXT: You can perform a devastating Smashing damage kick that can severely Disorient most opponents. Eagle's Claw has an exceptionally good critical hit capability. In addition to the normal critical from attacking while hidden, there is also a small chance you may land a critical hit even if you are not hidden. Damage: Superior, Recharge: Slow EFFECTS: 114.11 Smashing damage; additional 114.11 Smashing damage if hidden; 15% chance for additional 114.11 Smashing damage if target is Held or Sleeping; 75% chance for a 4-second Disorient of 3.57 strength versus critters only.

NINJA BLADE

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Sting of the Wasp	0	Click	105%	5'	6.032	0	1.67	5	0'	0°	0	Melee, Lethal

BOOSTS ALLOWED: Accuracy, Damage, Recharge, Endurance Discount, Debuff Defense POWER HELP TEXT: You perform a standard attack with your Ninja Blade. This attack is slower than Gambler's Cut but deals more Lethal damage. Sting of the Wasp can reduce a target's Defense, making your foe easier to hit. Damage: Moderate, Recharge: Fast EFFECTS: 58.05 Lethal damage; additional 58.05 Lethal damage if hidden; 20% chance for additional 58.05 Lethal damage if target is Held or Sleeping; decrease Defense by 7.5% for 10 seconds.

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Gambler's Cut	0	Click	105%	5'	4.368	0	1.33	3	0'	0°	0	Melee, Lethal

BOOSTS ALLOWED: Accuracy, Damage, Recharge, Endurance Discount, Debuff Defense POWER HELP TEXT: You perform a quick slash with your Ninja Blade. This attack is very fast but deals only minor Lethal damage. This attack can reduce a target's Defense, making your foe easier to hit. Damage: Minor Recharge: Fast EFFECTS: 42.04 Lethal damage; additional 42.04 Lethal damage if hidden; 20% chance for additional 42.04 Lethal damage if target is Held or Sleeping; decrease Defense by 7.5% for 6 seconds.

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Flashing Steel	1	Click	105%	5'	6.032	0	1.67	6	5'	130°	5	Melee, Lethal

BOOSTS ALLOWED: Accuracy, Damage, Recharge, Endurance Discount, Debuff Defense POWER HELP TEXT: You swing your Ninja Blade in a wide arc in front of you, slicing multiple foes with Lethal damage. This attack can reduce a target's Defense, making your foe easier to hit. If you execute this while hidden, all affected targets have a chance to be hit with a critical for extra damage. Damage: Moderate, Recharge: Moderate EFFECTS: 49.54 Lethal damage; 50% chance for additional 49.54 Lethal damage if hidden; 5% chance for additional 49.54 Lethal damage if target is Held or Sleeping; decrease Defense by 7.5% for 10 seconds.

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Assassin's Blade	5	Click	120%	5'	14.352	2	1.67	15	0'	0°	0	Melee, Lethal

BOOSTS ALLOWED: Accuracy, Damage, Recharge, Endurance Discount POWER HELP TEXT: A signature Stalker attack, Assassin's Blade does moderate Lethal damage on its own as a frontal attack. However, if it is executed while you are hidden, this attack will do tremendous damage as you impale your unsuspecting foe. This attack may be interrupted if you move or are attacked while executing this power. Damage: Special, Recharge: Slow EFFECTS: 50.04 Lethal damage; additional 300.29 Lethal damage if hidden; 22% chance to drop toggle versus players only; 4% chance to drop toggle versus players only.

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Build Up	7	Click	100%	0'	5.2	0	1.17	90	0'	0°	0	—

BOOSTS ALLOWED: Endurance Discount, Recharge, Buff To Hit POWER HELP TEXT: Build Up greatly increases the amount of damage you deal for a few seconds and slightly increases your Accuracy. Recharge: Long EFFECTS: 20% To Hit increase for 10 seconds; 80% damage increase for 10 seconds.

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Placate	11	Click	100%	50'	0	0	1.5	60	0'	0°	0	—

BOOSTS ALLOWED: Range, Recharge POWER HELP TEXT: Placate allows you to trick a foe to no longer attack you. A successful Placate will also hide you. This hide is very brief and offers no Defense bonus, but it will allow you to deliver a critical hit or an Assassin's Blade. However, a Placated foe who is attacked will be able to attack you back. Recharge: Long EFFECTS: 10-second Placate versus critters only; 6-second Placate versus players only.

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Divine Avalanche	17	Click	105%	5'	4.368	0	2.17	3	0'	0°	0	Melee, Lethal

BOOSTS ALLOWED: Accuracy, Damage, Endurance Discount, Buff Defense, Recharge POWER HELP TEXT: You can use your Ninja Blade to parry incoming melee attacks and then quickly return the favor. Divine Avalanche does minor damage, but every successful hit will increase your Defense against melee and Lethal attacks for a short while. Damage: Minor, Recharge: Fast EFFECTS: 42.04 Lethal damage; additional 42.04 Lethal damage if hidden; 20% chance for additional 42.04 Lethal damage if target is Held or Sleeping; 15% Defense against melee attacks for 10 seconds; 15% Defense against Lethal attacks for 10 seconds.





NINJA BLADE CONT.

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Soaring Dragon	25	Click	105%	5'	9.36	0	2	9	0'	0°	0	Melee, Lethal

BOOSTS ALLOWED: Accuracy, Damage, Recharge, Endurance Discount, Debuff Defense, Knockback POWER HELP TEXT: You perform a powerful Soaring Dragon maneuver that deals a great amount of Lethal damage and can knock a target up into the air. This attack can reduce a target's Defense, making your foe easier to hit. Damage: Superior, Recharge: Moderate EFFECTS: 90.08 Lethal damage; additional 90.08 Lethal damage if hidden; 20% chance for additional 90.08 Lethal damage if target is Held or Sleeping; decrease Defense by 7.5% for 10 seconds; 75% chance for a Knockup.

Golden Dragonfly	31	Click	105%	10'	11.856	0	2	12	10'	20°	10	Melee, Lethal

BOOSTS ALLOWED: Accuracy, Damage, Recharge, Endurance Discount, Debuff Defense, Knockback POWER HELP TEXT: You perform a devastating Golden Dragonfly attack that deals a massive amount of Lethal damage and can even knock a foe down to the ground and reduce Defense. The power of this attack can extend a short distance through multiple foes. If you execute this while hidden, only some affected targets may be hit with a critical; however, there is a chance you may land a critical hit with Golden Dragonfly even if you are not hidden. Damage: Extreme, Recharge: Slow EFFECTS: 95.07 Lethal damage; additional 95.07 Lethal damage if hidden; 15% chance for additional 95.07 Lethal damage if target is Held or Sleeping; decrease Defense by 7.5% for 10 seconds; 60% chance for a Knockdown.

SPINES

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Barb Swipe	0	Click	100%	5'	3.536	0	2.43	1.5	0'	0°	0	Melee, Lethal

BOOSTS ALLOWED: Accuracy, Damage, Endurance Discount, Recharge, Slow POWER HELP TEXT: Shred your opponent with several quick swipes from your Spines. Barb Swipe deals minor Lethal damage over time. Spine poison deals additional Toxic damage and Slows affected foes. Damage: Minor (DoT), Recharge: Very Fast EFFECTS: 35.03 Lethal damage; 80% chance for additional 5.0 Toxic damage every 1 second for 3 seconds; additional 35.03 Lethal damage if hidden; 20% chance for additional 35.03 Lethal damage if target is Held or Sleeping; 20% Run, Fly, and Jump Speed decrease for 6 seconds; 10% recharge decrease for 2 seconds.

Lunge	0	Click	100%	5'	5.2	0	1.63	4	0'	0°	0	Melee, Lethal

BOOSTS ALLOWED: Accuracy, Damage, Recharge, Endurance Discount, Slow POWER HELP TEXT: You Lunge forward, stabbing and poisoning a foe with the large spine on your arm. Lunge deals moderate Lethal damage. Spine poison deals additional Toxic damage and Slows affected foes. Damage: Moderate, Recharge: Fast EFFECTS: 50.04 Lethal damage; 80% chance for additional 5.0 Toxic damage every 1 second for 4 seconds; additional 50.04 Lethal damage if hidden; 20% chance for additional 50.04 Lethal damage if target is Held or Sleeping; 20% Run, Fly, and Jump Speed decrease for 6 seconds; 10% recharge decrease for 4 seconds.

Spine Burst	1	Click	100%	0'	15.184	0	3	15	15'	0°	10	AoE, Lethal

BOOSTS ALLOWED: Accuracy, Damage, Recharge, Endurance Discount, Slow POWER HELP TEXT: You can fling dozens of spines in all directions. These spines travel only a short distance, but they can deal moderate Lethal damage and poison any target close to you. Spine poison deals additional Toxic damage and Slows affected foes. If you execute this while hidden, all affected targets have a chance to be hit with a critical hit for extra damage. Damage: Moderate, Recharge: Slow EFFECTS: 45.04 Lethal damage; 80% chance for additional 5.0 Toxic damage every 1 second for 4 seconds; 30% chance for additional 45.04 Lethal damage if hidden; 6% chance for additional 45.04 Lethal damage if target is Held or Sleeping; 20% Run, Fly, and Jump Speed decrease for 10 seconds; 10% recharge decrease for 8 seconds.

Assassin's Impaler	5	Click	120%	5'	14.352	2	1	15	0'	0°	0	Ranged, Lethal

BOOSTS ALLOWED: Accuracy, Damage, Recharge, Endurance Discount POWER HELP TEXT: A signature Stalker attack, the Assassin's Impaler does moderate Lethal damage on its own as a frontal attack. However, if it is executed while you are hidden, this attack will do tremendous damage as you impale your unsuspecting foe. This attack may be interrupted if you move or are attacked while executing this power. Damage: Special, Recharge: Slow EFFECTS: 50.04 Lethal damage; additional 300.29 Lethal damage if hidden; 22% chance to drop toggle versus players only; 4% chance to drop toggle versus players only.

Build Up	7	Click	100%	0'	5.2	0	0.73	90	0'	0°	0	—

BOOSTS ALLOWED: Endurance Discount, Recharge, Buff To Hit POWER HELP TEXT: Build Up greatly increases the amount of damage you deal for a few seconds and slightly increases your Accuracy. Recharge: Long EFFECTS: 20% To Hit increase for 10 seconds; 80% damage increase for 10 seconds.

Placate	11	Click	100%	50'	0	0	1.5	60	0'	0°	0	—

BOOSTS ALLOWED: Range, Recharge POWER HELP TEXT: Placate allows you to trick a foe to no longer attack you. A successful Placate will also hide you. This hide is very brief and offers no Defense bonus, but it will allow you to deliver a critical hit or an Assassin's Impaler. However, a Placated foe who is attacked will be able to attack you back. Recharge: Long EFFECTS: 10-second Placate versus critters only; 6-second Placate versus players only.

Impale	17	Click	100%	80'	5.2	0	2.43	8	0'	0°	0	Ranged, Lethal

BOOSTS ALLOWED: Accuracy, Damage, Recharge, Endurance Discount, Immobilize, Range, Slow POWER HELP TEXT: You can throw a single large spine at a targeted foe. This spine does only moderate Lethal damage but carries a large amount of the spine toxin. A successful attack can completely Immobilize most foes, as well as Slowing them and dealing Toxic poison damage. Impale can also bring down flying entities. Damage: Moderate, Recharge: Moderate EFFECTS: 82.08 Lethal damage; 80% chance for additional 5.0 Toxic damage every 1 second for 5 seconds; additional 82.08 Lethal damage if hidden; 20% chance for additional 82.08 Lethal damage if target is Held or Sleeping; 100% chance for 15-second Immobilize of 3.57 strength versus critters only; 100% chance for 10-second Immobilize of 3.57 strength versus players only; 30% Run, Fly, and Jump Speed decrease for 15 seconds; 10% recharge decrease for 8 seconds.

Ripper	25	Click	100%	5'	11.024	0	2.17	11	5'	90°	5	Melee, Lethal

BOOSTS ALLOWED: Accuracy, Damage, Recharge, Endurance Discount, Knockback, Slow POWER HELP TEXT: You can unleash a spectacular slashing maneuver that attacks all foes in a wide arc in front of you. Ripper deals massive Lethal damage and poisons multiple targets. It can even knock foes down. Spine poison Slows affected targets and deals additional Toxic damage. If you execute this while hidden, all affected targets have a chance to be hit with a critical hit for extra damage. Damage: High, Recharge: Slow EFFECTS: 85.06 Lethal damage; 80% chance for additional 10.0 Toxic damage every 1 second for 5 seconds; 50% chance for additional 85.06 Lethal damage if hidden; 10% chance for additional 85.06 Lethal damage if target is Held or Sleeping; 20% Run, Fly, and Jump Speed decrease for 15 seconds; 10% recharge decrease for 10 seconds; 60% chance to Knockdown.

Throw Spines	31	Click	100%	30'	13	0	1.63	12	30'	90°	10	AoE, Lethal

BOOSTS ALLOWED: Accuracy, Damage, Recharge, Endurance Discount, Range, Slow POWER HELP TEXT: You can throw dozens of spines in a wide cone in front of you, impaling foes caught within the range. Spine throwing deals moderate Lethal damage and poisons any targets it hits. Spine poison deals additional Toxic damage and Slows affected foes. If you execute this while hidden, all affected targets have a chance to be hit with a critical hit for extra damage. Damage: Moderate, Recharge: Slow EFFECTS: 54.55 Lethal damage; 80% chance for additional 5.0 Toxic damage every 1 second for 5 seconds; 50% chance for additional 54.55 Lethal damage if hidden; 10% chance for additional 54.55 Lethal damage if target is Held or Sleeping; 50% Run, Fly, and Jump Speed decrease for 15 seconds; 20% recharge decrease for 10 seconds.

SECONDARY POWERS

ENERGY AURA

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Hide	0	Toggle	100%	0'	0.13	0	0.73	20	0'	0°	0	—

BOOSTS ALLOWED: Endurance Discount, Recharge, Buff Defense POWER HELP TEXT: Hide makes you almost impossible to detect. When properly hidden, a Stalker can pull off critical hits with attacks and even land a massive Assassin's Strike with an Assassin's power. When you attack or are damaged while using this power, you will be discovered. Even if discovered, you are hard to see and retain some bonus to Defense. Unlike most stealth powers, Hide can be used at the same time as other Concealment powers, giving you even greater stealth capability. It has a very low Endurance cost. EFFECTS: Stealth; 1.8% Defense versus all attacks; 3.75% Defense versus all attacks while stealthed.

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Kinetic Shield	1	Toggle	100%	0'	0.13	0	0.73	4	0'	0°	0	—

BOOSTS ALLOWED: Endurance Discount, Recharge, Buff Defense POWER HELP TEXT: Kinetic Shield creates a harmonic energy aura that can deflect physical attacks. Your Defense to Smashing and Lethal attacks is increased as weapons and powers like bullets, blades, and punches tend to deflect off the shield. Kinetic Shield grants you good resistance to Defense debuffs. The energy-based nature of Kinetic Shield also offers some minimal Defense to Energy attacks. Recharge: Fast EFFECTS: 16.5% Defense versus Smashing attacks; 16.5% Defense versus Lethal attacks; 2.6% Defense versus Energy attacks; 17.3% resistance versus Defense debuffs.

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Power Shield	3	Toggle	100%	0'	0.13	0	1.67	4	0'	0°	0	—

BOOSTS ALLOWED: Endurance Discount, Recharge, Buff Defense POWER HELP TEXT: This Power Shield creates an electromagnetic shield around you that can deflect non-physical attacks. Your Defense to Fire, Cold, Energy, and Negative Energy attacks is increased as these attacks are reflected or refracted off the shield. Power Shield also grants you good resistance to Defense Debuffs. Recharge: Fast EFFECTS: 16.5% Defense versus Fire attacks; 16.5% Defense versus Cold attacks; 16.5% Defense versus Energy attacks; 12.75% Defense versus Negative Energy attacks; 17.3% resistance versus Defense debuffs.

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Entropy Shield	9	Toggle	100%	0'	0.13	0	0.73	10	0'	0°	0	—

BOOSTS ALLOWED: Endurance Discount, Recharge POWER HELP TEXT: Entropy Shield diminishes and dampens the energy of controlling type effects. The shield makes you resistant to Knockback, Repel, Disorient, Hold, Sleep, Immobilization, and enemy Teleportation for as long as you can keep this toggle power active. Entropy Shield also grants you good resistance to Defense debuffs. Recharge: Fast EFFECTS: Protection versus Knockback, Knockup, Repel; protection versus Teleportation; protection versus Disorient, Hold, Sleep, Immobilize 10.38; 17.3% resistance versus Defense debuffs.

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Energy Protection	15	Auto	100%	0'	0	0	0.5	0	0'	0°	0	—

BOOSTS ALLOWED: Res Damage POWER HELP TEXT: Your ability to channel energy makes you naturally resistant to Energy and Negative Energy damage. This power is always on and costs no Endurance. EFFECTS: 7.5% Energy resistance; 5.6% Negative Energy resistance.

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Repulse	19	Toggle	100%	0'	0.39	0	1.67	20	7'	0°	—	—

BOOSTS ALLOWED: Recharge, Endurance Discount, Knockback POWER HELP TEXT: This toggle power creates a field that violently repels nearby foes. Each foe that is repelled costs you additional Endurance. Recharge: Slow EFFECTS: 100% chance for a Knockback 49.92 feet; 2% chance to drop toggle versus players only.

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Energy Drain	27	Click	100%	0'	13	0	2.37	60	10'	0°	10	AoE Attack, Energy Attack

BOOSTS ALLOWED: Endurance Discount, Recharge, Recovery POWER HELP TEXT: Energy Drain leaches energy directly from the bodies of all nearby foes, draining their Endurance. Each foe you draw energy from increases your Endurance. If there are no foes within range, you will not gain any Endurance. Recharge: Long EFFECTS: Restores 25 Endurance for each target hit; drains 40% of total Endurance versus critters only; drains 10 Endurance versus players only; 30% chance for 100% Endurance recovery for 4 seconds.

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Conserve Power	34	Click	100%	0'	7.8	0	1.17	600	0'	0°	0	—

BOOSTS ALLOWED: Endurance Discount, Recharge POWER HELP TEXT: You can focus for a moment to conserve your Endurance. After activating this power, you expend less Endurance on all other powers for a while. Recharge: Very Long EFFECTS: Endurance discount for 90 seconds.

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Overload	37	Click	100%	0'	2.6	0	3	1000	0'	0°	0	—

BOOSTS ALLOWED: Endurance Discount, Recharge, Buff Defense, Recovery, Heal POWER HELP TEXT: You can Overload your energy aura and dramatically improve your Defense to all attack types except Psionic attacks. Overload also grants you high resistance to Defense debuffs. This energy aura is so powerful that it can even absorb some damage, effectively increasing your Max Hit Points. However, when Overload wears off, you are left drained of all Endurance and unable to recover Endurance for a while. Recharge: Very Long EFFECTS: 45% Defense versus Smashing, Lethal, Fire, Cold, Energy, Negative Energy attacks for 180 seconds; increase Endurance recovery 100% for 180 seconds; increase Max Hit Points by 599.7; 34.6% resistance versus Defense debuffs; after 180 seconds, 100% Endurance decrease; after 180 seconds, 100% Endurance recovery decrease for 20 seconds.

NINJITSU

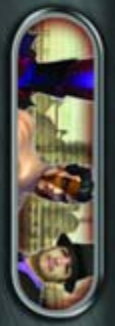
POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Hide	0	Toggle	100%	0'	0.13	0	0.73	20	0'	0°	0	—

BOOSTS ALLOWED: Endurance Discount, Recharge, Buff Defense POWER HELP TEXT: Hide makes you almost impossible to detect. When properly hidden, a Stalker can pull off critical hits with attacks and even land a massive Assassin's Strike with an Assassin's power. When you attack or are damaged while using this power, you will be discovered. Even if discovered, you are hard to see and retain some bonus to Defense. Unlike most stealth powers, Hide can be used at the same time as other Concealment powers, giving you even greater stealth capability. It has a very low Endurance cost. EFFECTS: Stealth; 1.8% Defense versus all attacks; 3.75% Defense versus all attacks while stealthed.

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Ninja Reflexes	1	Toggle	100%	0'	0.13	0	1.53	4	0'	0°	0	—

BOOSTS ALLOWED: Endurance Discount, Recharge, Buff Defense POWER HELP TEXT: Activating your Ninja Reflexes enables you to be more evasive to melee attacks. This will increase your Defense versus melee as long as it is active. Ninja Reflexes also grants you resistance to Defense debuffs. Recharge: Fast EFFECTS: 13.87 Defense against melee attacks; 17.3% resistance versus Defense debuffs.





NINJITSU CONT.

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Danger Sense	3	Toggle	100%	0'	0.182	0	0.83	4	0'	0°	0	—

BOOSTS ALLOWED: Endurance Discount, Recharge, Buff Defense POWER HELP TEXT: You become more evasive against ranged and area attacks while you have Danger Sense activated. This will increase your Defense versus ranged and AoE attacks as long as it is active. Your Danger Sense also allow you to perceive stealthy foes and resist Defense debuffs. Recharge: Fast EFFECTS: 13.87 Defense against ranged attacks; 13.87 Defense against area-effect attacks; 17.3% resistance versus Defense debuffs; increased Perception.

Caltrops	9	Click	100%	25'	7.8	0	1.07	45	0'	0°	0	—

BOOSTS ALLOWED: Recharge, Endurance Discount, Range, Damage, Slow POWER HELP TEXT: You toss a handful of Caltrops at a targeted location and spread the tiny metal spikes over a large area. Any enemy that passes over the Caltrops will be forced to move at a slower rate. They will also take some trivial Lethal damage over time. Damage: Minor (DoT), Recharge: Slow EFFECTS: 2.81 damage every second; 80% Run Speed decrease.

Kuji-In Rin	15	Click	100%	0'	10.4	0	1.83	200	0'	0°	0	—

BOOSTS ALLOWED: Endurance Discount, Recharge POWER HELP TEXT: Kuji-In Rin is the strength of mind and body. By focusing your power on this exercise, you gain a resistance to Disorient, Hold, Sleep, Immobilization, Confusion, and Fear, as well as resistance to Psionic damage for a few minutes. Recharge: Very Long EFFECTS: Protection versus Disorient, Hold, Sleep, Immobilize, Confuse, Fear 10.38 for 120 seconds; 22.5 Psionic resistance for 120 seconds.

Kuji-In Sha	19	Click	100%	0'	10.4	0	1	60	0'	0°	0	—

BOOSTS ALLOWED: Endurance Discount, Recharge, Heal, Res Damage POWER HELP TEXT: Kuji-In Sha invokes the power of Sha, or healing. Focusing your inner power, you can heal your body of its wounds and leave yourself resistant to the effects of Toxic damage for a while. Recharge: Long EFFECTS: 254.33 Hit Point Heal; 15% Toxic resistance.

Smoke Flash	27	Click	140%	0'	2.6	0	1.83	120	20'	0°	10	—

BOOSTS ALLOWED: Accuracy, Recharge POWER HELP TEXT: You throw a smoke bomb at your feet. The resulting flash of light and smoke can briefly distract your foes and Placate them so they can no longer find or target you. Combined with Hide, Smoke Flash is the perfect distraction to get out of a bad situation. Recharge: Very Long EFFECTS: 8-second Placate versus critters only; 6-second Placate versus players only.

Blinding Powder	34	Click	100%	25'	7.8	0	1.07	120	25'	45°	10	AoE Attack

BOOSTS ALLOWED: Accuracy, Recharge, Endurance Discount, Debuff To Hit, Confuse POWER HELP TEXT: You throw a handful of Blinding Powder in a wide arc at your foes. Most foes will be unable to see. Some affected targets may be so overcome by the powder that they start attacking their own allies. If you attack the blinded foes, they will be alerted to your presence but will continue to suffer a penalty to Accuracy. Recharge: Very Long EFFECTS: 100% chance for 10-second Sleep of 2.38 strength versus critters only; 100% chance for an 8-second Sleep of 2.38 strength versus critters only; 0.75% unresistible To Hit decrease for 15 seconds; 50% chance for 20-second Confuse of 2.38 strength; decreased Perception.

Kuji-In Retsu	37	Click	100%	0'	2.6	0	1.83	1000	0'	0°	0	—

BOOSTS ALLOWED: Endurance Discount, Recharge, Buff Defense, Run Speed, Recovery POWER HELP TEXT: Kuji-In Retsu is the mastery of space and time. Focusing your power on Retsu enables you to control your own time to easily defeat your foes. Mastery of this power enables you to avoid almost any attack, be it ranged, melee, or area effect. Your running speed, jumping height, and Endurance recovery are increased. Retsu grants you high resistance to Defense debuffs. When Retsu wears off, you are left drained of all Endurance and unable to recover Endurance for a while. Recharge: Very Long EFFECTS: 45% Defense against all attacks for 180 seconds; increase Endurance recovery 100% for 180 seconds; 50% Run Speed increase for 180 seconds; 34.63% resistance versus Defense debuffs for 180 seconds; after 180 seconds, 100% Endurance decrease; after 180 seconds, 100% Endurance recovery decrease for 20 seconds.

REGENERATION

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Hide	0	Toggle	100%	0'	0.13	0	0.73	20	0'	0°	0	—

BOOSTS ALLOWED: Endurance Discount, Recharge, Buff Defense POWER HELP TEXT: Hide makes you almost impossible to detect. When properly hidden, a Stalker can pull off critical hits with attacks and even land a massive Assassin's Strike with an Assassin's power. When you attack or are damaged while using this power, you will be discovered. Even if discovered, you are hard to see and retain some bonus to Defense. Unlike most stealth powers, Hide can be used at the same time as other Concealment powers, giving you even greater stealth capability. It has a very low Endurance cost. EFFECTS: Stealth; 1.8% Defense versus all attacks; 3.75% Defense versus all attacks while stealthed.

Fast Healing	1	Auto	100%	0'	0	0	0	0	0'	0°	0	—

BOOSTS ALLOWED: Heal POWER HELP TEXT: You heal Hit Points at a faster rate than normal. This power is always on. EFFECTS: Increased regeneration 75%.

Reconstruction	3	Click	100%	0'	10.4	0	0.73	60	0'	0°	0	—

BOOSTS ALLOWED: Endurance Discount, Recharge, Heal, Res Damage POWER HELP TEXT: Through perfect control of your body, you can concentrate for a few moments and heal yourself. The effects of Reconstruction leave you resistant to Toxic damage for a while. Recharge: Long EFFECTS: 254.33 Hit Point Heal; 15% Toxic resistance for 60 seconds.

Dull Pain	9	Click	100%	0'	10.4	0	0.73	360	0'	0°	0	—

BOOSTS ALLOWED: Endurance Discount, Recharge, Heal POWER HELP TEXT: Using ancient techniques, you can make yourself more resilient to pain. Thus, you can take more damage before being defeated. When you activate this power you will increase your Maximum Hit Points for a couple of minutes. Recharge: Very Long EFFECTS: Increase Max Hit Points by 406.94; 406.94 Hit Point Heal.

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REGENERATION CONT.

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Integration	15	Toggle	100%	0'	0.13	0	3.1	10	0'	0°	0	—

BOOSTS ALLOWED: Endurance Discount, Recharge, Heal POWER HELP TEXT: You can Integrate your mind and body, making you resistant to Knockback, Disorient, Hold, Sleep, and Immobilization effects, as well as increase your regeneration rate, for as long as you can keep this toggle power active. Recharge: Fast EFFECTS: Protection versus Knockback, Knockup; protection versus Disorient, Hold, Sleep, Immobilize 10.38; increased regeneration 150%.

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Resilience	19	Auto	100%	0'	0	0	0	0	0'	0°	0	—

BOOSTS ALLOWED: Res Damage POWER HELP TEXT: You are more Resilient. This power allows you to build up a resistance to Disorientation effects. You tend not to get Disoriented, and if you do, it wears off quickly. This resistance to Disorientation gets stronger as you go up in level. Resilience also grants some resistance to Smashing, Lethal, and Toxic damage. This power is always on. EFFECTS: Protection versus Disorient 7.7; 5.6 Smashing resistance; 5.6 Lethal resistance; 7.5 Toxic resistance.

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Instant Healing	27	Click	100%	0'	10.4	0	1.17	650	0'	0°	0	—

BOOSTS ALLOWED: Recharge, Endurance Discount, Heal POWER HELP TEXT: When you activate this power, you can regenerate your Health at an astounding rate. This boost to your regeneration rate lasts about a minute and takes a long time to recharge once used. Recharge: Long EFFECTS: Increased regeneration by 600% for 90 seconds; increased regeneration by 200% for 90 seconds.

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Revive	34	Click	100%	0'	0	0	4.33	300	—	—	—	—

BOOSTS ALLOWED: Recharge, Heal, Recovery POWER HELP TEXT: Should you fall in battle, you can Revive yourself from the brink of death. You will recover with most of your Hit Points and half your Endurance and be protected from XP Debt for 90 seconds. Recharge: Very Long EFFECTS: 763.01 Hit Point Heal; restore 50 Endurance; 90-second Experience Debt protection.

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Moment of Glory	37	Click	100%	0'	2.6	0	2.57	1000	0'	0°	0	—

BOOSTS ALLOWED: Endurance Discount, Recharge, Buff Defense, Res Damage, Recovery POWER HELP TEXT: When you activate this power, you lose almost all of your Hit Points and can no longer regenerate Hit Points; however, you gain resistance and Defense to all damage types except Psionics, recover Endurance more quickly, and are highly resistant to Sleep, Disorient, Immobilization, and Hold effects. After Moment of Glory wares off, you will not be able to regenerate Hit Points for a short while. Recharge: Very Long EFFECTS: 71.25% Defense versus all attacks except Psionic for 180 seconds; 71.25% resistance to all damage types except Psionic for 180 seconds; increase Endurance recovery 100% for 180 seconds; protection versus Knockback, Knockup, Repel for 180 seconds; protection versus Disorient, Hold, Sleep, Immobilize 17.3 for 180 seconds; lose 75% Hit Points; 100% regeneration decrease for 180 seconds; after 180 seconds, 100% regeneration decrease for 15 seconds.

SUPER REFLEXES

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Hide	0	Toggle	100%	0'	0.13	0	0.73	20	0'	0°	0	—

BOOSTS ALLOWED: Endurance Discount, Recharge, Buff Defense POWER HELP TEXT: Hide makes you almost impossible to detect. When properly hidden, a Stalker can pull off critical hits with attacks and even land a massive Assassin's Strike with an Assassin's power. When you attack or are damaged while using this power, you will be discovered. Even if discovered, you are hard to see and retain some bonus to Defense. Unlike most stealth powers, Hide can be used at the same time as other Concealment powers, giving you even greater stealth capability. It has a very low Endurance cost. EFFECTS: Stealth; 1.8% Defense versus all attacks; 3.75% Defense versus all attacks while stealthed.

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Focused Fighting	1	Toggle	100%	0'	0.13	0	0.67	4	0'	0°	0	—

BOOSTS ALLOWED: Endurance Discount, Recharge, Buff Defense POWER HELP TEXT: You become more evasive to melee attacks while you have Focused Fighting activated. This will increase your Defense versus melee as long as it is active. Your Focus also offers you resistance to Confuse effects and debuffs to Defense. Recharge: Fast EFFECTS: 13.87% Defense versus melee attacks; protection versus Confuse 10.38; 13.84% resistance versus Defense debuffs.

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Focused Senses	3	Toggle	100%	0'	0.13	0	2.03	4	0'	0°	0	—

BOOSTS ALLOWED: Endurance Discount, Recharge, Buff Defense POWER HELP TEXT: You become more evasive against ranged attacks while you have Focused Senses activated. This will increase your Defense versus ranged attacks as long as it is active. Your Focused Senses allow you to perceive stealthy foes as well as resist Defense debuffs. Recharge: Fast EFFECTS: 13.87% Defense versus ranged attacks; increased Perception; 13.84% resistance versus Defense debuffs.

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Agile	9	Auto	100%	0'	0	0	0	0	0'	0°	0	—

BOOSTS ALLOWED: Buff Defense POWER HELP TEXT: You become innately more Agile and are able to naturally avoid some ranged attacks and resist Defense debuffs. Your Agility also grants you minor damage resistance to all damage except Toxic and Psionic. This damage resistance is only available as you lose Health, but it improves as your Hit Points decline. This power is always on and will permanently increase your Defense versus ranged attacks. EFFECTS: 7.5% Defense versus ranged attacks; 6.92% resistance versus Defense debuffs; increased Smashing, Lethal, Fire, Cold, Energy, Negative Energy resistances depending on Hit Points.

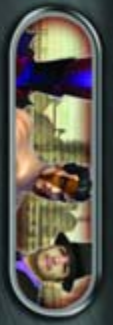
POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Practiced Brawler	15	Click	100%	0'	10.4	0	1.53	200	0'	0°	0	—

BOOSTS ALLOWED: Endurance Discount, Recharge POWER HELP TEXT: Your training has allowed you to become a Practiced Brawler, turning you into a perfect fighting machine. You gain a resistance to Knockback, Disorient, Hold, Sleep, and Immobilization powers for a short duration. Recharge: Very Long EFFECTS: Protection versus Knockback, Knockup, Repel for 120 seconds; protection versus Disorient, Hold, Sleep, Immobilize 17.3 for 120 seconds.

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Dodge	19	Auto	100%	0'	0	0	0	0	0'	0°	0	—

BOOSTS ALLOWED: Buff Defense POWER HELP TEXT: You have the innate ability to Dodge some melee attacks and you resist Defense debuffs. Dodge also grants you minor damage resistance to all damage except Toxic and Psionic. This damage resistance is only available as you lose Health, but it improves as your Hit Points decline. This power is always on and will permanently increase your Defense versus melee attacks. EFFECTS: 7.5% Defense versus melee attacks; 6.92% resistance versus Defense debuffs; increased Smashing, Lethal, Fire, Cold, Energy, Negative Energy resistances depending on Hit Points.





SUPER REFLEXES CONT.

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Quickness	27	Auto	100%	0'	0	0	0	0	0'	0°	0	—

BOOSTS ALLOWED: Run Speed POWER HELP TEXT: Your Quick reflexes allow you to move faster than normal and resist Slow effects. This power is always on and permanently increases your attack rate and movement speed. EFFECTS: 20% recharge increase; 10% Run Speed increase; 40% resistance versus recharge decrease.

Evasion	34	Toggle	100%	0'	0.13	0	3	4	0'	0°	0	—

BOOSTS ALLOWED: Endurance Discount, Recharge, Buff Defense POWER HELP TEXT: You are Evasive against area-effect and cone-shaped attacks. This power increases your Defense versus such attacks as long as it is active. Evasion also helps you resist Defense debuffs. Recharge: Fast
EFFECTS: 21.37 Defense versus area-effect attacks; 13.84% resistance versus Defense debuffs.

Elude	37	Click	100%	0'	2.6	0	2	1000	0'	0°	0	—

BOOSTS ALLOWED: Endurance Discount, Recharge, Buff Defense, Run Speed, Recovery POWER HELP TEXT: You can improve your reflexes, making yourself so quick you can Elude almost any attack, be it ranged, melee, or area effect. Your running speed and jumping height and Endurance Recovery are also increased. Elude grants you high resistance to Defense debuffs. When Elude wears off, you are drained of all Endurance and unable to recover Endurance for a while. Recharge: Very Long EFFECTS: 45% Defense versus all attacks for 180 seconds; increase Endurance recovery 100% for 180 seconds; 50% Run Speed increase; 34.6% resistance versus Defense debuffs; after 180 seconds, 100% Endurance decrease; after 180 seconds, 100% Endurance recovery decrease for 20 seconds.

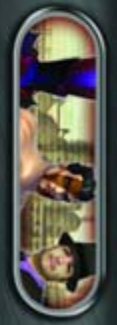
POWER SETS

PRIMARY POWERS

MERCENARIES

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Burst	0	Click	105%	90'	6.5	0	2.2	4	Target	0°	1	Ranged, Lethal
BOOSTS ALLOWED: Accuracy, Damage, Endurance Discount, Range, Defense Debuff, Recharge POWER HELP TEXT: This power quickly fires a Burst of rounds at a single target at very long range. Damage is average, but the fire rate is fast. It can also reduce the target's Defense. Damage: Moderate (DoT), Recharge: Fast EFFECTS: 8.25 Lethal damage per .3 second for .91 second; 7.5% decrease to Defense for 8 seconds.												
Soldiers	0	Click	100%	60'	19.5	0	2.03	60	Target	0°	1	—
BOOSTS ALLOWED: Accuracy, Damage, Endurance Discount, Defense Debuff, Heal POWER HELP TEXT: This power calls forth 1–3 Mercenary Soldiers (depending on your level) to do your bidding. The third Soldier you gain will be a Medic. All Soldiers use submachine guns, but these can be upgraded. You may have only three Soldiers under your control at any given time. If you attempt to call more Soldiers, you can only replace the ones you have lost in battle. If you already have three, the power will fail. See also the "Soldier" power set. Recharge: Very Long EFFECTS: Summons one Soldier at Level 1 and an additional soldier beginning at Level 6; summons one Medic beginning at Level 18.												
Slug	2	Click	105%	100'	10.66	0	1.87	8	Target	0°	1	Ranged, Lethal
BOOSTS ALLOWED: Accuracy, Damage, Endurance Discount, Range, Knockback, Recharge POWER HELP TEXT: This power fires a single Slug at a targeted foe. Firing a single Slug is slower than firing a Burst, but it deals more damage, has a longer range, and can knock down foes. Damage: High, Recharge: Moderate EFFECTS: 50.16 Lethal damage; 25% chance for a Knockdown versus critters only; 25% chance for a Knockdown versus players only (this will suppress for 10 seconds after affecting a target).												
Equip Mercenary	6	Click	100%	50'	16.25	0	1.30	6	Target	0°	1	—
BOOSTS ALLOWED: Recharge, Endurance Discount, Range POWER HELP TEXT: Equip your Mercenary henchmen with more advanced munitions and weaponry. This power permanently bestows new weapons and abilities to one Mercenary henchman. The powers gained are unique and dependent upon the target Mercenary henchman. This power works only on your Mercenary henchmen and you can only equip any given Mercenary henchman once. Recharge: Medium EFFECTS: Adds Level 1 powers to targeted henchman.												
M30 Grenade	8	Click	105%	80'	18.98	0	1.87	16	15'	360°	16	AoE, Lethal, Smashing
BOOSTS ALLOWED: Accuracy, Damage, Recharge, Endurance Discount, Range, Knockback POWER HELP TEXT: Launch an M30 Grenade at long range from beneath the barrel of your assault rifle. This explosion affects all within the blast radius and can knock them back. Damage: Moderate, Recharge: Slow EFFECTS: 9.17 Smashing damage; 18.35 Lethal damage; 50% chance for a Knockback of 16' versus critters only; 50% chance for a Knockback of 16' versus players only (this will suppress for 10 seconds after affecting a target).												
Spec Ops	12	Click	100%	60'	19.5	0	2.03	90	Target	0°	1	—
BOOSTS ALLOWED: Accuracy, Damage, Endurance Discount, Defense Debuff, Immobilize, Hold, Disorient, To Hit Debuff POWER HELP TEXT: You can enlist 1–2 highly skilled Spec Ops Mercenaries (depending on your level). Spec Ops weapons are highly accurate and long ranged, and these Mercenaries are adept in many different tactical weapons. Like all henchmen, Spec Ops can be equipped with even deadlier munitions. You may have only two Spec Ops under your control at any given time. If you attempt to summon more Spec Ops, you can only replace the ones you have lost in battle. If you already have two, the power will fail. See also the "Spec Ops" power set. Recharge: Very Long EFFECTS: Summons one Spec Ops and an additional Spec Ops beginning at Level 24.												
Serum	18	Click	100%	100'	13	0	1.3	1000	Target	0°	1	—
BOOSTS ALLOWED: Recharge, Endurance Discount, Range, Damage Resistance, Recovery, Buff To Hit POWER HELP TEXT: You can use a special Serum to turn one Mercenary into a virtually unstoppable killing machine for a short time. Once the Mercenary is injected, damage, Accuracy, Endurance recovery, and damage resistance to all damage except Psionics will be greatly increased. The target Mercenary will also be virtually immune to controlling effects, including Disorient, Sleep, Hold, Immobilize, and Knockback. After the Serum wears off, the Mercenary will be exhausted and drained of all Endurance for a while. Recharge: Very Long EFFECTS: 52.5% increase to damage resistance for 60 seconds; 100% increase to inherent Smashing damage resistance for 60 seconds; 100% increase to inherent Lethal damage resistance for 60 seconds; 100% increase to inherent Fire damage resistance for 60 seconds; 100% increase to recovery for 60 seconds; 100% resistance to Knockback for 60 seconds; 100% resistance to Repel for 60 seconds; 12.9 points of Hold protection for 60 seconds; 12.9 points of Disorient protection for 60 seconds; 12.9 points of Sleep protection for 60 seconds; 12.9 points of Immobilize protection for 60 seconds; 100% decrease in Endurance after 60 seconds; 100% decrease in recovery for 20 seconds after a 60-second delay.												
Commando	26	Click	100%	60'	19.5	0	2.03	120	Target	0°	1	—
BOOSTS ALLOWED: Accuracy, Damage, Endurance Discount, Defense Debuff, Knockback POWER HELP TEXT: This power enlists one highly trained Commando. The Commando is a seasoned professional who favors heavy assault weapons and can leave behind a wake of destruction. In addition to standard Soldier resistance, experience makes the Commando resistant to Fear, and rugged advanced training adds slight resistance to Fire, Cold, and Toxic damage. You may have only one Commando under your control at any given time. If you attempt to summon another Commando, the power will fail. See also the "Commando" power set. Recharge: Very Long EFFECTS: Summons one Commando.												
Tactical Upgrade	32	Click	100%	30'	22.8	0	2.03	10	Target	0°	1	—
BOOSTS ALLOWED: Recharge, Endurance Discount, Range POWER HELP TEXT: Permanently upgrade the most advanced tactical weapons and gears to one Mercenary henchman. The tactically upgraded Mercenary will gain powers, weapons, and munitions. The powers gained depend on the specific Mercenary henchman. This power works only on your Mercenary henchmen, and you can only tactically upgrade any given Mercenary henchman once. Recharge: Medium EFFECTS: Adds Level 2 powers to targeted henchman.												





MERCENARIES: SOLDIER

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Resistance	—	Auto	100%	0'	0.0	0	0	0	Target	0°	1	—
BOOSTS ALLOWED: —	POWER HELP TEXT: Body armor gives Mercenary Soldiers resistance to Lethal and Smashing damage. Their training makes them resistant to Confuse and Placate, and they have an ASMG Burst.	EFFECTS: 26.6% Smashing resistance; 26.6% Lethal resistance; 4-point Placate protection; 2-point Confusion protection; 50% Confusion resistance.										
Brawl	—	Click	100%	5'	4.4	0	0.67	16	Target	0°	1	Melee, Smashing
BOOSTS ALLOWED: Accuracy, Damage, Endurance Discount	POWER HELP TEXT: When all else fails, you have only your two fists to depend on.	EFFECTS: 21.3 Smashing damage.										
ASMG Burst	—	Click	105%	80'	4.4	0	2.2	3	Target	0°	1	Ranged, Lethal
BOOSTS ALLOWED: Accuracy, Damage, Endurance Discount, Defense Debuff	POWER HELP TEXT: Your foe's Defense will be reduced by the ASMG Burst.	EFFECTS: 5.7 Lethal damage per .3 second for .7 second; 3.75% decrease to Defense for 5 seconds.										

MERCENARIES: SOLDIER LEVEL 1

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
ASMG Heavy Burst	—	Click	105%	80'	6.9	0	2.67	6	Target	0°	1	Ranged, Lethal
BOOSTS ALLOWED: Accuracy, Damage, Endurance Discount, Defense Debuff	POWER HELP TEXT: Your Defense has been reduced by fire from the advanced submachine gun.	EFFECTS: 4.5 Lethal damage per .3 second for 1.6 seconds; 3.75% decrease to Defense for 5 seconds.										
Assault Rifle Heavy Burst	—	Click	110%	80'	8.5	0	2.67	8	Target	0°	1	Ranged, Lethal
BOOSTS ALLOWED: Accuracy, Damage, Endurance Discount, Defense Debuff	POWER HELP TEXT: Your Defense has been reduced by fire from the assault rifle.	EFFECTS: 5.3 Lethal damage per .3 second for 1.6 seconds; 3.75% decrease to Defense for 5 seconds.										

MERCENARIES: SOLDIER LEVEL 2

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Assault Rifle Auto Fire	—	Click	110%	80'	10.2	0	6	16	80'	5°	10	AoE, Lethal
BOOSTS ALLOWED: Accuracy, Damage, Endurance Discount, Defense Debuff	POWER HELP TEXT: Your Defense has been reduced by fire from the assault rifle.	EFFECTS: 1.93 Lethal damage per .25 second for 5.2 seconds; 3.75% decrease to Defense for 8 seconds.										
Assault Rifle Burst	—	Click	110%	80'	5.2	0	2.2	4	Target	0°	1	Ranged, Lethal
BOOSTS ALLOWED: Accuracy, Damage, Endurance Discount, Defense Debuff	POWER HELP TEXT: Your Defense has been reduced by fire from the assault rifle. Note that this replaces ASMG Burst.	EFFECTS: 6.51 Lethal damage per .3 second for .7 second; 3.75% decrease to Defense for 5 seconds.										
Assault Rifle Heavy Burst	—	Click	110%	80'	8.5	0	2.67	8	Target	0°	1	Ranged, Lethal
BOOSTS ALLOWED: Accuracy, Damage, Endurance Discount, Defense Debuff	POWER HELP TEXT: Your Defense has been reduced by fire from the Assault Rifle. Note that this replaces ASMG Heavy Burst.	EFFECTS: 5.38 Lethal damage per .3 second for 1.6 seconds; 3.75% decrease to Defense for 5 seconds.										

MERCENARIES: MEDIC

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Resistance	—	Auto	100%	0'	0.0	0	0	0	Target	0°	1	—
BOOSTS ALLOWED: Damage Resistance	POWER HELP TEXT: Body armor gives Medics resistance to Lethal and Smashing Damage. Their training makes them resistant to Confuse and Placate. They have a submachine gun burst, along with a Med Kit to heal allies.	EFFECTS: 42% Smashing resistance; 42% Lethal resistance; 4-point Placate protection; 2-point Confusion protection; 50% Confusion resistance.										
Brawl	—	Click	100%	5'	4.4	0	0.67	16	Target	0°	1	Melee, Smashing
BOOSTS ALLOWED: Accuracy, Damage, Endurance Discount	POWER HELP TEXT: When all else fails, you have only your two fists to depend on.	EFFECTS: 21.3 Smashing damage.										
Med Kit	—	Click	100%	25'	5.2	0	3.17	20	Target	0°	1	—
BOOSTS ALLOWED: Endurance Discount, Heal	POWER HELP TEXT: The Med Kit heals a single targeted ally. This power is interruptible, so you shouldn't use it in combat.	EFFECTS: 159.6 Heal.										
SMG Burst	—	Click	100%	70'	4.4	0	2.2	3	Target	0°	1	Ranged, Lethal
BOOSTS ALLOWED: Accuracy, Damage, Endurance Discount, Defense Debuff	POWER HELP TEXT: Your Defense has been reduced by the submachine gun.	EFFECTS: 5.7 Lethal damage per .3 second for .7 second; 7.5% decrease to Defense for 5 seconds.										

MERCENARIES: MEDIC LEVEL 1

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
SMG Heavy Burst	—	Click	100%	70'	4.4	0	2.67	6	Target	0°	1	Ranged, Lethal

BOOSTS ALLOWED: Accuracy, Damage, Endurance Discount, Defense Debuff POWER HELP TEXT: Your Defense has been reduced by the submachine gun. EFFECTS: 4.5 Lethal damage per .3 second for 1.6 seconds; 7.5% decrease to Defense for 5 seconds.

MERCENARIES: MEDIC LEVEL 2

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Stimulant	—	Click	100%	25'	10.4	0	3.17	15	Target	0°	1	—

BOOSTS ALLOWED: Endurance Discount POWER HELP TEXT: A Stimulant frees an ally from any Immobilization, Sleep, Disorient, Hold, Fear, or Confuse effects and leaves him or her resistant to such effects for a brief time. Protection will improve with multiple applications and as you advance in level. This power is interruptible and shouldn't be used in the heat of combat. EFFECTS: 5.49 Hold protection for 45 seconds; 5.49 Sleep protection for 45 seconds; 5.49 Immobilize protection for 45 seconds; 5.49 Disorient protection for 45 seconds; 5.49 Confusion protection for 45 seconds; 5.49 Fear protection for 45 seconds.

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Frag Grenade	—	Click	100%	80'	10.4	0	1.37	16	15'	360°	—	AoE, Lethal, Smashing

BOOSTS ALLOWED: — POWER HELP TEXT: The explosion from this Frag Grenade affects all within the blast and can knock them back. EFFECTS: 12.63 Smashing damage; 19.73 Lethal damage; 80% chance for a Knockback of 16'.

MERCENARIES: SPEC OPS

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Resistance	—	Auto	100%	0'	0.0	0	0	0	Target	0°	1	—

BOOSTS ALLOWED: — POWER HELP TEXT: Body armor gives Spec Ops Mercenaries resistance to Lethal and Smashing Damage. Their training makes them resistant to Confuse and Placate. A Spec Ops can fire a Burst, Heavy Burst, or Web Grenade from the special operations combat assault rifle (SCAR). EFFECTS: 26.6% Smashing resistance; 26.6% Lethal resistance; 4-point Placate protection; 2-point Confusion protection; 50% Confusion resistance.

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Brawl	—	Click	100%	5'	4.4	0	0.67	16	Target	0°	1	Melee, Smashing

BOOSTS ALLOWED: Accuracy, Damage, Endurance Discount POWER HELP TEXT: When all else fails, you have only your two fists to depend on. EFFECTS: 26.4 Smashing damage.

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
SCAR Burst	—	Click	115%	100'	4.4	0	2.2	3	Target	0°	1	Ranged, Lethal

BOOSTS ALLOWED: Accuracy, Damage, Endurance Discount, Defense Debuff POWER HELP TEXT: Your Defense has been reduced by fire from the combat assault rifle. EFFECTS: 7.35 Lethal damage per .3 second for .7 second; 5% decrease to Defense for 5 seconds.

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
SCAR Heavy Burst	—	Click	115%	100'	6.9	0	2.67	6	Target	0°	1	Ranged, Lethal

BOOSTS ALLOWED: Accuracy, Damage, Endurance Discount, Defense Debuff POWER HELP TEXT: Your Defense has been reduced by fire from the SCAR. EFFECTS: 5.8 Lethal damage per .3 second for 1.6 seconds; 5% decrease to Defense for 5 seconds.

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Web Grenade	—	Click	100%	70'	7.8	0	1.87	30	Target	0°	1	Ranged

BOOSTS ALLOWED: Accuracy, Endurance Discount, Immobilize POWER HELP TEXT: The Web Grenade traps your foe in a web. The target cannot move or fly and attack speed is reduced. EFFECTS: 23.1-second Immobilize of strength 3 versus critters only; 15.4-second Immobilize of strength 3 versus players only (this will suppress for 15 seconds on affected targets); 50% decrease to Movement Speed for 15 seconds; 50% decrease to Attack Speed for 15 seconds; 100% Knockback resistance for 15 seconds; Flight is disabled for 15 seconds; Jumping is disabled for 15 seconds.

MERCENARIES: SPEC OPS LEVEL 1

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Rifle Butt	—	Click	100%	5'	10.1	0	1.17	20	Target	0°	1	Melee, Smashing

BOOSTS ALLOWED: — POWER HELP TEXT: Your foe may be Disoriented by the Rifle butt attack. EFFECTS: 7.7 Smashing damage; 9.24-second Disorient of 3 strength versus critters only; 6.16-second Disorient of 3 strength versus players only (this will suppress for 15 seconds on affected targets).

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Flash Bang	—	Click	100%	70'	7.8	0	1.87	120	15'	360°	—	Ranged

BOOSTS ALLOWED: Accuracy, Disorient, Endurance Discount, To Hit Debuff POWER HELP TEXT: The Flash Bang Grenade has exploded near you. You feel Disoriented and cannot focus. Your foe's Accuracy and Perception may be reduced by the Flash grenade. EFFECTS: 9.24-second Disorient of 3 strength versus critters only; 6.16-second Disorient of 3 strength versus players only (this will suppress for 15 seconds on affected targets); 90% decrease to Perception for 20 seconds versus critters only; 90% decrease to Perception for 20 seconds versus players only (this will be canceled when the target is attacked); 5% decrease in To Hit chance for 20 seconds.





MERCENARIES: SPEC OPS LEVEL 2

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
SCAR Sniper	—	Click	120%	150'	6.9	0	3.83	16	Target	0°	1	Ranged, Lethal
BOOSTS ALLOWED: Accuracy, Damage, Endurance Discount POWER HELP TEXT: The Spec Ops combat assault rifle, or SCAR, can be used as a sniper rifle to take out a target at extreme range. EFFECTS: 49.73 Lethal damage.												
Tear Gas	—	Click	100%	70'	7.8	0	1.87	180	15'	360°	—	Ranged
BOOSTS ALLOWED: Accuracy, Endurance Discount, Hold POWER HELP TEXT: The Tear Gas may reduce your foe's damage capability. EFFECTS: 9.24-second Hold of 3 strength versus critters only; 6.16-second Hold of 3 strength versus players only (this will suppress for 15 seconds on affected targets); 20% decrease to damage for 20 seconds.												
Stealth	—	Toggle	100%	0'	0.1	0	0.73	20	Target	0°	1	—
BOOSTS ALLOWED: Endurance Discount POWER HELP TEXT: You blend into your environment and can only be seen at very close range. Even if discovered, you are hard to see and have a bonus to Defense to melee and ranged attacks. If, however, you attack while using this power, you will be discovered and will lose your Stealth and some of your Defense bonus. While Stealthy, your movement is Slowed. It has a very low Endurance cost. EFFECTS: 35' stealth radius to critters (this will suppress for 10 seconds if you interact with a clickable object or initiate an attack or are attacked); 389' stealth radius to players (this will suppress for 10 seconds if you interact with a clickable object or initiate an attack or are attacked); 2.8% Defense; 2.8% Defense (this will suppress for 10 seconds if you interact with a clickable object or initiate an attack or are attacked); 35% decrease to Movement Speed.												

MERCENARIES: COMMANDO

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Resistance	—	Auto	100%	0'	0.0	0	0	0	Target	0°	1	—
BOOSTS ALLOWED: — POWER HELP TEXT: Body armor gives Commandos resistance to Lethal and Smashing Damage. Their training makes them resistant to Confuse, Fear, and Placate, and their experience in the elements makes them slightly resistant to Fire, Cold, and Toxic Damage. The Commando can fire a Burst or a single heavy Slug from the assault rifle. EFFECTS: 26.6% Smashing resistance; 26.6% Lethal resistance; 6.6% Fire resistance; 6.6% Cold resistance; 6.6% Toxic resistance; 4-point Placate protection; 2-point Confusion protection; 50% Confusion resistance; 4-point Fear protection; 50% Fear resistance.												
Brawl	—	Click	100%	5'	4.4	0	0.67	16	Target	0°	1	Melee, Smashing
BOOSTS ALLOWED: Accuracy, Damage, Endurance Discount POWER HELP TEXT: When all else fails, you have only your two fists to depend on. EFFECTS: 30.78 Smashing damage.												
Burst	—	Click	105%	75'	5.2	0	2.2	4	Target	0°	1	Ranged, Lethal
BOOSTS ALLOWED: Accuracy, Damage, Endurance Discount, Defense Debuff POWER HELP TEXT: This power quickly fires a Burst of rounds at a single target at very long range. Damage is average, but the fire rate is fast. It can also reduce the target's Defense. Damage: Moderate (DoT), Recharge: Fast EFFECTS: 8.37 Lethal damage per .3 second for 1 second; 6.25% decrease to Defense for 8 seconds.												
Slug	—	Click	105%	75'	8.5	0	1.87	8	Target	0°	1	Ranged, Lethal
BOOSTS ALLOWED: Accuracy, Damage, Endurance Discount, Knockback POWER HELP TEXT: This power fires a single Slug at a targeted foe. Firing a single Slug is slower than firing a Burst, but it deals more damage, has a longer range, and can knock down foes. Damage: High, Recharge: Moderate EFFECTS: 50.85 Lethal damage; 25% chance for a Knockdown versus critters only; 25% chance for a Knockdown versus players only (this will suppress for 10 seconds after affecting a target).												

MERCENARIES: COMMANDO LEVEL 1

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Buckshot	—	Click	105%	40'	10.2	0	1.87	8	40'	30°	10	AoE, Lethal
BOOSTS ALLOWED: Accuracy, Damage, Endurance Discount, Knockback POWER HELP TEXT: Good at close range, this power fires a cone of Buckshot pellets and can knock some foes down. Damage: Moderate, Recharge: Moderate EFFECTS: 28.22 Lethal damage; 50% chance for a Knockdown versus critters only; 50% chance for a Knockdown versus players only (this will suppress for 10 seconds after affecting a target).												
Full Auto	—	Click	135%	75'	15.6	0	6	60	80'	20°	10	AoE, Lethal
BOOSTS ALLOWED: Accuracy, Damage, Endurance Discount POWER HELP TEXT: Open up your assault rifle on Full Auto to lay down a massive spray of bullets at your target. Although the power is very slow to reload, damage from this attack is massive, shredding all targets within the narrow cone of effect. There's a chance you may land a lucky shot for extra damage. Damage: Superior (DoT), Recharge: Slow EFFECTS: 5.02 Lethal damage per .3 second for 5 seconds; 10% chance of 30 Lethal damage after 5 seconds.												

MERCENARIES: COMMANDO LEVEL 2

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
M30 Grenade	—	Click	105%	70'	15.2	0	1.87	16	15'	360°	16	AoE, Lethal, Smashing

BOOSTS ALLOWED: Accuracy, Damage, Endurance Discount, Knockback POWER HELP TEXT: Launch an M30 Grenade at long range from beneath the barrel of your assault rifle. The explosion affects all within the blast radius and can knock them back. Damage: Moderate, Recharge: Slow EFFECTS: 9.3 Smashing damage; 18.6 Lethal damage; 50% chance for a Knockback of 16' versus critters only; 50% chance for a Knockback of 16' versus players only (this will suppress for 10 seconds after affecting a target).

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Flamethrower	—	Click	110%	40'	15.6	0	3.5	20	40'	45°	10	AoE, Fire

BOOSTS ALLOWED: Accuracy, Damage, Endurance Discount POWER HELP TEXT: Flamethrower spews forth a cone of flames from underneath the barrel of your assault rifle, setting foes on fire. It's very accurate and very deadly at medium range. Damage: Extreme (DoT) Recharge: Slow EFFECTS: 7.5 Fire damage per second for 7.1 seconds.

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
LRM Rocket	—	Click	105%	150'	18.2	0	3.83	240	15'	360°	16	Ranged, Lethal

BOOSTS ALLOWED: Accuracy, Damage, Endurance Discount, Knockback POWER HELP TEXT: The LRM Rocket is a powerful piece of hardware. It is very accurate and has a very long range. The impressive round can knock down its target. As with most sniper attacks, you must take your time to aim, so this attack can be interrupted. Damage: Superior, Recharge: Slow EFFECTS: 46.2 Lethal damage versus critters only; 21 Smashing damage; 23.25 irresistible Lethal damage to players only; 22.94 Lethal damage to players only; 50% chance for a Knockback of 16' versus critters only; 50% chance for a Knockback of 16' versus players only (this will suppress for 10 seconds after affecting a target).

NECROMANCY

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Dark Blast	0	Click	100%	80'	6.5	0	1	4	Target	0°	1	Ranged, Negative Energy

BOOSTS ALLOWED: Accuracy, Damage, Recharge, Endurance Discount, Range, To Hit Debuff POWER HELP TEXT: This power sends out a long-range blast of dark energy that deals moderate Negative Energy damage and reduces the target's Accuracy. Damage: Moderate, Recharge: Fast EFFECTS: 30.58 Negative Energy damage; 5.62 decrease in To Hit chance for 6 seconds.

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Zombie Horde	0	Click	100%	60'	19.5	0	3.1	60	Target	0°	1	—

BOOSTS ALLOWED: Accuracy, Damage, Endurance Discount, To Hit Debuff, Heal POWER HELP TEXT: You can summon 1–3 Zombies (depending on your level) to do your bidding. Zombies are very tough but can be slow and stupid. They start out with only rudimentary melee attacks but can be empowered with range and even life-draining powers. You may have only 3 Zombies under your control at any given time. If you attempt to summon more Zombies, you can only replace the ones you have lost in battle. If you already have three, the power will fail. See also the "Zombies" power set. Recharge: Very Long EFFECTS: This power allows you to summon Zombies. At level 1, you may summon a single Zombie. This increases to two Zombies at level 6 and to three Zombies at level 18.

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Gloom	2	Click	100%	80'	10.7	0	1.1	8	Target	0°	1	Ranged, Negative Energy

BOOSTS ALLOWED: Accuracy, Damage, Recharge, Endurance Discount, Range, To Hit Debuff POWER HELP TEXT: Gloom slowly drains a target of life and reduces Accuracy. Slower than Dark Blast, it deals more damage over time. Damage: High (DoT), Recharge: Moderate EFFECTS: 6.72 Negative Energy damage per .5 second for 3.6 seconds; 5.62 decrease in To Hit chance for 10 seconds.

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Enchant Undead	6	Click	100%	50'	16.3	0	2.07	6	Target	0°	1	—

BOOSTS ALLOWED: Recharge, Endurance Discount, Range POWER HELP TEXT: Enchant Undead will permanently bestow new powers and abilities to one Undead henchman. The powers gained depend on the targeted Undead henchman. Enchant Undead works only on your Undead henchmen, and you can only enchant any given Undead henchman once. Recharge: Medium EFFECTS: Adds Level 1 to targeted henchman.

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Life Drain	8	Click	100%	60'	19.5	0	1.93	15	Target	0°	1	Ranged, Negative Energy

BOOSTS ALLOWED: Accuracy, Damage, Recharge, Endurance Discount, Range, To Hit Debuff, Heal POWER HELP TEXT: You can tap the power of the Netherworld to steal some life from a foe and reduce Accuracy. Some of that stolen life is transferred to you in the form of Hit Points. Damage: Moderate, Recharge: Slow EFFECTS: 30.58 Negative Energy damage; 107-point self Heal; 5.62 decrease in To Hit chance for 10 seconds.

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Grave Knight	12	Click	100%	60'	19.5	0	1.07	90	Target	0°	1	—

BOOSTS ALLOWED: Accuracy, Damage, Endurance Discount, Defense Debuff, Knockback, To Hit Debuff, Heal POWER HELP TEXT: You can summon 1–2 powerful Grave Knights (depending on your level) to do your bidding. Grave Knights come well equipped with several attack powers and can be empowered with even more. You may have only two Grave Knights under your control at any given time. If you attempt to summon more Grave Knights, you can only replace the ones you have lost in battle. If you already have two, the power will fail. See also the "Grave Knight" power set. Recharge: Very Long EFFECTS: Summons one Grave Knight and an additional Grave Knight beginning at Level 24.

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Soul Extraction	18	Click	100%	60'	13.0	0	2.03	600	Target	0°	1	—

BOOSTS ALLOWED: Accuracy, Damage, Range, Recharge, Endurance Discount, Hold, To Hit Debuff, Heal POWER HELP TEXT: You can extract the soul from one of your defeated Undead henchmen and summon this Ghost to do your bidding. The power of the Ghost is dependent upon the type of Undead henchman you extract it from; however, it will always be one level lower than you. Unlike your other henchman, the Ghost is only loosely bound to your control and will eventually move on to the next world. The Ghost cannot gain new powers with Enchant Undead or Dark Empowerment. See also the "Ghost" power set. Recharge: Very Long EFFECTS: Summons one Ghost of rank one below the caster's rank.





NECROMANCY CONT.

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Lich	26	Click	100%	60'	19.5	0	3.17	120	Target	0°	1	—
BOOSTS ALLOWED: Accuracy, Damage, Endurance Discount, Defense Debuff, Knockback, To Hit Debuff, Immobilize, Heal, Fear, Hold POWER HELP TEXT: You can summon a dark and powerful Lich. The Lich is an Undead entity that, when alive, possessed many dark powers of its own. Perhaps it was a dark wizard, or powerful arch-villain. Perhaps it was even a Necromancer. Now it only hungers for the souls of the living—and is quite good at feeding itself. The Lich specializes in dark control and draining powers. You may have only one Lich under your control at any given time. If you attempt to summon another Lich, the power will fail. See also the "Lich" power set. Recharge: Very Long EFFECTS: Summons one Lich.											
Dark Empowerment	32	Click	100%	30'	22.8	0	2.07	10	Target	0°	1	—
BOOSTS ALLOWED: Recharge, Endurance Discount, Range POWER HELP TEXT: Dark Empowerment will permanently bestow the most powerful and darkest new powers and abilities to one Undead henchman. The empowered Undead will gain new abilities and powers. The powers gained are dependent upon the targeted Undead henchman. Dark Empowerment works only on your Undead henchmen, and you can only empower any given Undead henchman once. Recharge: Medium EFFECTS: Adds Level 2 to targeted henchman.												

NECROMANCY: ZOMBIE

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Resistance	—	Auto	100%	0'	0.0	0	0	0	Target	0°	1	—
BOOSTS ALLOWED: — POWER HELP TEXT: Zombies are resistant to Sleep, Fear, Slow and Disorient. They are also resistant to Smashing, Cold, Negative Energy, Toxic, and Psionic damage. They have a powerful Zombie Brawl attack. EFFECTS: 26.6% Smashing resistance; 26.6% Cold resistance; 26.6% Toxic resistance; 26.6% Psionic resistance; 26.6% Negative Energy resistance; 1-point Disorient protection; 2-point Fear protection; 50% Fear resistance; 4-point Fear protection; 50% Fear resistance; 100% resistance to Attack Speed reduction; 100% resistance to Run Speed reduction.											
Zombie Brawl	—	Click	100%	5'	5.2	0	0.67	4	Target	0°	1	Melee, Smashing
BOOSTS ALLOWED: Accuracy, Damage, Endurance Discount POWER HELP TEXT: This attack is relentless but slow. EFFECTS: 29.43 Smashing damage.												

NECROMANCY: ZOMBIE LEVEL 1

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Projectile Vomit	—	Click	100%	40'	5.2	0	1.33	12	40'	20°	—	Ranged
BOOSTS ALLOWED: Accuracy, Damage, Endurance Discount POWER HELP TEXT: The Zombies can Projectile Vomit a corrosive bile that deals Toxic damage over time. EFFECTS: 25.37 Toxic damage; 90% chance of 1.26 Toxic damage per second for 5.1 seconds.												
Zombie Vomit	—	Click	100%	8'	6.9	0	2.67	12	5'	360°	5	AoE
BOOSTS ALLOWED: Accuracy, Damage, Endurance Discount POWER HELP TEXT: The Zombie's Toxic vomit will continue to damage your foe for a time. EFFECTS: 33.49 Toxic damage (ranged); 90% chance of 1.26 Toxic damage per second for 5.1 seconds (melee only).												

NECROMANCY: ZOMBIE LEVEL 2

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Siphon Life	—	Click	100%	5'	7.8	0	1.93	30	Target	0°	1	Melee, Negative Energy
BOOSTS ALLOWED: Accuracy, Damage, Endurance Discount, To Hit Debuff, Heal POWER HELP TEXT: The Drain Life attack may reduce your foe's Accuracy. EFFECTS: 25.37 Negative Energy damage; 117.32 self Heal; 5.62 decrease in To Hit chance for 10 seconds.												

NECROMANCY: GRAVE KNIGHT

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Resistance	—	Auto	100%	0'	0.0	0	0	0	Target	0°	1	—
BOOSTS ALLOWED:— POWER HELP TEXT: Grave Knights are resistant to Sleep, Fear, Slow, and Disorient. They are also resistant to Cold, Negative Energy, Toxic, and Psionic damage. They can hack and slash with their rusty swords and can fire Dark Blasts. EFFECTS: 26.6% Cold resistance; 26.6% Toxic resistance; 26.6% Psionic resistance; 26.6% Negative Energy resistance; 5-point Disorient protection; 2-point Fear protection; 50% Fear resistance; 4-point Sleep protection; 50% Sleep resistance; 100% resistance to Attack Speed reduction; 100% resistance to Run Speed reduction.											
Hack	—	Click	105%	5'	4.2	0	1.83	8	Target	0°	1	Melee, Lethal
BOOSTS ALLOWED: Accuracy, Damage, Endurance Discount, Defense Debuff POWER HELP TEXT: The Broadsword Hack may reduce your foe's Defense. EFFECTS: 50.85 Lethal damage; 5% decrease to Defense for 10 seconds.												
Slash	—	Click	105%	5'	2.6	0	1.37	4	Target	0°	1	Melee, Lethal
BOOSTS ALLOWED: Accuracy, Damage, Endurance Discount, Defense Debuff POWER HELP TEXT: You perform a quick Slash that can reduce a target's Defense, making it easier to hit. This attack causes moderate damage but has a quick recharge time. Damage: Moderate, Recharge: Fast EFFECTS: 31 Lethal damage; 5% decrease to Defense for 6 seconds.												
Dark Blast	—	Click	100%	80'	2.6	0	1	4	Target	0°	1	Ranged, Negative Energy
BOOSTS ALLOWED: Accuracy, Damage, Endurance Discount, To Hit Debuff POWER HELP TEXT: The Dark Blast has reduced your Accuracy. EFFECTS: 25.37 Negative Energy damage; 7.5% decrease in To Hit chance for 6 seconds.												

NECROMANCY: GRAVE KNIGHT LEVEL 1

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Disembowel	—	Click	105%	5'	5.2	0	2.87	10	Target	0°	1	Melee, Lethal
BOOSTS ALLOWED: Accuracy, Damage, Endurance Discount, Defense Debuff, Knockback POWER HELP TEXT: Your Defense has been reduced by the broadsword. EFFECTS: 60.78 Lethal damage; 40% chance of knock-up 16' versus critters only; 40% chance of knock-up 16' versus critters only (this will suppress for 10 seconds after affecting a target); 5% decrease to Defense for 10 seconds.												
Gloom	—	Click	100%	80'	4.2	0	1.1	8	Target	0°	1	Ranged, Negative Energy
BOOSTS ALLOWED: Accuracy, Damage, Endurance Discount, To Hit Debuff POWER HELP TEXT: The Gloom will reduce your foes' Accuracy and slowly damage them. EFFECTS: 5.58 Negative Energy damage per .5 second for 3.6 seconds; 7.5% decrease in To Hit chance for 10 seconds.												

NECROMANCY: GRAVE KNIGHT 2

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Head Splitter	—	Click	110%	5'	6.8	0	2.87	14	10'	20°	5	Melee, Lethal
BOOSTS ALLOWED: Accuracy, Damage, Endurance Discount, Defense Debuff, Knockback POWER HELP TEXT: Your Defense has been reduced by the broadsword. EFFECTS: 65.97 Lethal damage; 20% chance for a Knockback of 16' versus critters only; 20% chance for a Knockback of 16' versus critters only (this will suppress for 10 seconds after affecting a target); 15% chance of 65.97 Lethal damage critical bonus versus critters only; 5% decrease to Defense for 10 seconds.												
Siphon Life	—	Click	100%	5'	7.8	0	1.93	30	Target	0°	1	Melee, Negative Energy
BOOSTS ALLOWED: Accuracy, Damage, Endurance Discount, To Hit Debuff, Heal POWER HELP TEXT: The Grave Knight reduces the Accuracy of its targets. EFFECTS: 25.37 Negative Energy damage; 117.32 self Heal; 5.62 decrease in To Hit chance for 10 seconds; 4-second Taunt of strength 1.												

NECROMANCY: GHOSTS

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Resistance	—	Auto	100%	0'	0.0	0	0	0	Target	0°	1	—
BOOSTS ALLOWED:— POWER HELP TEXT:Ghosts are resistant to Sleep, Fear, Immobilize and Slow. They are also resistant to Smashing, Lethal, Cold, Negative, and Toxic damage. They can cast Ghastly Blasts, Life Drain, and can Hold foes with a Necroplasmic Grasp. EFFECTS: 26.6% Smashing resistance; 26.6% Lethal resistance; 26.6% Cold resistance; 26.6% Negative Energy resistance; 26.6% Toxic resistance; 4-point Immobilize protection; 2-point Fear protection; 4-point Sleep protection; 75% resistance to Attack Speed reduction; 75% resistance to Run Speed reduction.											
Phase Shift	—	Click	100%	0'	3.6	0	3.00	500	Target	0°	1	—
BOOSTS ALLOWED:— POWER HELP TEXT:Ghosts can Phase Shift into the negative plane and become out of sync with normal space. While Phase Shifted, they are in touch with their native plane and can regenerate quickly. EFFECTS: 100% Intangible for 7 seconds; 100% Untouchable for 6.5 seconds; 100-point Immobilize; 108.63 self Heal; may only cast self-targeted powers.												
Self Destruct	—	Auto	100%	0'	0.0	0	0.00	0	Target	0°	1	Self Destruct
BOOSTS ALLOWED:— POWER HELP TEXT:— EFFECTS: This power unsummons a Ghost after 300 seconds.												





NECROMANCY: GHOSTS CONT.

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Ghastly Blast	—	Click	100%	310'	2.6	0	1.67	4	Target	0°	1	Ranged, Negative Energy
BOOSTS ALLOWED: Accuracy, Damage, Endurance Discount, To Hit Debuff						POWER HELP TEXT: The Ghastly Blast may reduce your foe's Accuracy.						EFFECTS: 25.73 Negative Energy damage; 7.5% decrease in To Hit chance for 6 seconds.
Fly	—	Auto	100%	0'	0.0	0	0	0	Target	0°	1	—
BOOSTS ALLOWED: —						POWER HELP TEXT: Ghosts can Fly!						EFFECTS: 33' per second Flight.
Life Drain	—	Click	100%	60'	7.8	0	1.93	15	Target	0°	1	Ranged, Negative Energy
BOOSTS ALLOWED: Accuracy, Damage, Endurance Discount, To Hit Debuff, Heal						POWER HELP TEXT: The Life Drain power may reduce your foe's Accuracy. Note: This is for Lieutenant and Boss versions only.						EFFECTS: 25.73 Negative Energy damage; 156.4-point self Heal; 5.62 decrease in To Hit chance for 10 seconds.
Necroplasmic Grasp	—	Click	100%	5'	6.2	0	2.07	15	Target	0°	1	Melee, Negative Energy
BOOSTS ALLOWED: Accuracy, Damage, Endurance Discount, Hold						POWER HELP TEXT: The Necroplasmic Grasp may hold your foe, and slowly damage them. Note: This is for the Boss version only.						EFFECTS: 46.91 Negative Energy damage; 11.25-second Hold of 3 strength versus critters only; 7.7-second Hold of 3 strength versus players only (this will suppress for 15 seconds on affected targets); 4.03 Negative Energy damage per second for 9.1 seconds after a .5 second delay.

NECROMANCY: LICH

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Resistance	—	Auto	100%	0'	0.0	0	0	0	Target	0°	1	—
BOOSTS ALLOWED: —						POWER HELP TEXT: The Lich is resistant to Sleep and Fear. It is also resistant to Negative Energy, Toxic, and Cold damage. The Lich can cast Dark Blast and Torrent.						EFFECTS: 26.6% Cold resistance; 26.6% Negative Energy resistance; 26.6% Toxic resistance; 4-point Fear protection; 4-point Sleep protection.
Dark Blast	—	Click	100%	80'	2.6	0	1	4	Target	0°	1	Ranged, Negative Energy
BOOSTS ALLOWED: Accuracy, Damage, Endurance Discount, To Hit Debuff						POWER HELP TEXT: The Dark Blast may reduce your foe's Accuracy.						EFFECTS: 31.01 Negative Energy damage; 9.37% decrease in To Hit chance for 6 seconds.
Torrent	—	Click	100%	80'	7.3	0	1.03	15	80'	30°	10	AoE, Negative Energy, Smashing
BOOSTS ALLOWED: Accuracy, Damage, Endurance Discount, To Hit Debuff, Knockback, (this will suppress for 10 seconds on affected targets).						POWER HELP TEXT: The Torrent may reduce your foe's Accuracy.						EFFECTS: 16.68 Smashing damage; Knockback 8' versus critters only; Knockback 8' versus players only; 7.5% decrease in To Hit chance for 10 seconds

NECROMANCY: LICH LEVEL 1

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Tenebrous Tentacles	—	Click	100%	40'	5.2	0	1.67	10	40'	30°	10	AoE, Negative Energy, Smashing
BOOSTS ALLOWED: Accuracy, Damage, Endurance Discount, To Hit Debuff, Immobilize						POWER HELP TEXT: The Tenebrous Tentacles may immobilize your foes and slowly damage them.						EFFECTS: 3.1 Smashing damage per second for 7.1 seconds after a 1-second delay; 5.6 Negative Energy damage; 9.37% To Hit decrease for 8 seconds; 28.87-second Immobilize of 2 strength versus critters only; 19.25-second Immobilize of 2 strength versus players only (this will suppress for 15 seconds on affected targets).
Life Drain	—	Click	100%	60'	7.8	0	1.93	15	Target	0°	1	Ranged, Negative Energy
BOOSTS ALLOWED: Accuracy, Damage, Endurance Discount, To Hit Debuff, Heal						POWER HELP TEXT: The Life Drain power may reduce your foe's Accuracy.						EFFECTS: 31 Negative Energy damage; 195.5-point self Heal; 5.62 decrease in To Hit chance for 10 seconds.

NECROMANCY: LICH LEVEL 2

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Fearsome Stare	—	Click	100%	70'	3.6	0	2.03	20	70'	30°	10	Negative Energy
BOOSTS ALLOWED: Accuracy, Endurance Discount, To Hit Debuff, Fear,						POWER HELP TEXT: The Fearsome Stare may petrify your foes with fear, and reduce their Accuracy.						EFFECTS: 28.87-second Fear of 3 strength versus critters only; 19.25-second Fear of 3 strength versus players only (this will suppress for 15 seconds on affected targets); 18.75% decrease in To Hit chance for 10 seconds (this will suppress for 10 seconds on affected targets).
Petrifying Gaze	—	Click	100%	70'	3.6	0	1.67	16	Target	0°	1	Ranged, Negative Energy
BOOSTS ALLOWED: Accuracy, Endurance Discount, Hold						POWER HELP TEXT: The Petrifying Gaze petrifies your foe with fear.						EFFECTS: 15.4-second Hold of 3 strength versus critters only; 11.55-second Hold of 3 strength versus players only (this will suppress for 15 seconds on affected targets).

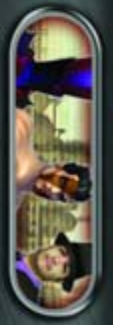
NINJAS

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Snap Shot	0	Click	116%	80'	4.4	0	1	2	Target	0°	1	Ranged, Lethal
BOOSTS ALLOWED: Accuracy, Damage, Endurance Discount, Range, Recharge POWER HELP TEXT: This quick attack fires an arrow at your foe after only minimal aiming. It's fast but does little damage. Damage: Minor, Recharge: Fast EFFECTS: 20.79 Lethal damage.												
Call Genin	0	Click	100%	60'	19.5	0	1.7	60	Target	0°	1	—
BOOSTS ALLOWED: Accuracy, Damage, Endurance Discount, Knockback, Disorient, Speed Running POWER HELP TEXT: Calls forth 1–3 Genin Ninja (depending on your level) to do your bidding. Genin have good reflexes and jumping skill, but they are still the lowest ranked Ninja and possess only the most rudimentary skills. However, they can be trained in more advanced techniques and weapons. You may have only three Genin under your control at any given time. If you attempt to call more Genin, you can only replace the ones you have lost in battle. If you already have three, the power will fail. See also the "Genin" power set. Recharge: Very Long EFFECTS: This power allows you to summon Genin. At level 1, you may summon a single Genin. This increases to two Genin at level 6 and three Genin at level 18.												
Aimed Shot	2	Click	116%	80'	6.5	0	1.67	4	Target	0°	1	Ranged, Lethal
BOOSTS ALLOWED: Accuracy, Damage, Recharge, Endurance Discount, Range POWER HELP TEXT: Though it takes longer to execute, your Aimed Shot deals greater damage than Snap Shot. Damage: High, Recharge: Moderate EFFECTS: 30.58 Lethal damage.												
Train Ninjas	6	Click	100%	50'	16.3	0	2.37	6	Target	0°	1	—
BOOSTS ALLOWED: Recharge, Endurance Discount, Range POWER HELP TEXT: Train your Ninja henchmen with more advanced techniques and weaponry. This power permanently bestows new powers and abilities to one Ninja henchman. The powers gained are dependent upon the targeted henchman. This power works only on your Ninja henchmen, and you can only train any given Ninja henchman once. Recharge: Medium EFFECTS: Adds Level 1 to targeted henchman.												
Fistful of Arrows	8	Click	116%	50'	10.7	0	2.67	8	40'	30°	10	Ranged, Lethal
BOOSTS ALLOWED: Accuracy, Damage, Recharge, Endurance Discount, Range POWER HELP TEXT: You fire a fistful of arrows at foes in a cone in front of you. This is good at close range. Damage: Moderate, Recharge: Moderate EFFECTS: 27.83 Lethal damage.												
Call Jounin	12	Click	100%	60'	19.5	0	1.7	90	Target	0°	1	—
BOOSTS ALLOWED: Accuracy, Damage, Endurance Discount, Knockback, Disorient, Speed Running, Defense Debuff, Slow, To Hit Debuff, Confuse, Sleep POWER HELP TEXT: You can summon 1–2 highly skilled Jounin Ninja (depending on your level). Jounin Ninja are master assassins and expert swordsmen. They possess superior reflexes and jumping skill. Like all henchmen, Jounin can be trained in even deadlier Ninjitsu techniques and weapons. You may have only two Jounin under your control at any given time. If you attempt to summon more Jounin, you can only replace the ones you have lost in battle. If you already have two, the power will fail. See also the "Jounin" power set. Recharge: Very Long EFFECTS: Summons one Jounin and an additional Jounin beginning at Level 24.												
Smoke Flash	18	Click	100%	100'	30.0	0	1.17	20	Target	0°	1	—
BOOSTS ALLOWED: Recharge, Endurance Discount, Range POWER HELP TEXT: You can command one of your Ninja henchmen to throw down a smoke bomb. The Smoke Flash will allow the Ninja to Placate nearby foes and thus they are unable to target the Ninja. The Smoke Flash also makes the Ninja stealthy and hidden for about 10 seconds, enabling him to perform critical hits with his next few attacks. You can only use this power on a Ninja henchman. Recharge: Slow EFFECTS: 55' stealth radius to critters (this is canceled when the target attacks or is attacked); 500' stealth radius to players (this is canceled when the target attacks or is attacked); enables target to gain critical damage on its next attack.												
Oni	26	Click	100%	60'	19.5	0	2.03	120	Target	0°	1	—
BOOSTS ALLOWED: Accuracy, Damage, Endurance Discount, Knockback, Hold, Immobilize POWER HELP TEXT: Summons an ancient and powerful Oni. An Oni is a powerful human-like demon warrior. The Oni is a formidable creature who possesses the skill of a warrior and the powers of wind and fire. You may have only one Oni under your control at any given time. If you attempt to summon another Oni, the power will fail. See also the "Oni" power set. Recharge: Very Long EFFECTS: Summons one Oni.												
Kuji-In Zen	32	Click	100%	30'	22.8	0	2.37	10	Target	0°	1	—
BOOSTS ALLOWED: Recharge, Endurance Discount, Range POWER HELP TEXT: Kuji-In Zen will permanently bestow the most advanced techniques and powers to one Ninja henchman. The enlightened Ninja will gain new abilities, powers, and weapons. The powers gained are dependent upon the targeted Ninja. This power works only on your Ninja henchmen, and you can only enhance any given Ninja henchman once. Recharge: Medium EFFECTS: Adds Level 2 to a targeted henchman.).												

NINJAS: GENIN

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Resistance	—	Auto	100%	0'	0.0	0	0	0	—	—	—	—
BOOSTS ALLOWED: — POWER HELP TEXT: Genin have improved Defense to melee, ranged, and AoE attacks. They are resistant to Confuse and Taunt and are excellent runners. Genin have a Thunder Kick and Shurikens. EFFECTS: 7.1% melee Defense; 7.1% ranged Defense; 7.1% AoE Defense; 2-point Taunt protection; 2-point Confusion protection; 50% Confusion resistance; 33' per second Run Speed.												
Thunder Kick	—	Click	100%	5'	5.2	0	1.07	3	—	—	—	Melee, Smashing
BOOSTS ALLOWED: — POWER HELP TEXT: Your Thunder Kick may disorient your foes. EFFECTS: 25.37 Smashing damage; 25.37 Smashing damage critical bonus; 6.93-second Disorient of strength 2 versus critters only; 6.93-second Disorient of strength 2 versus players only (this will suppress for 15 seconds on affected targets).												
Shuriken	—	Click	100%	60'	3.6	0	1.07	2	—	—	—	Ranged, Lethal
BOOSTS ALLOWED: — POWER HELP TEXT: A Shuriken is a small throwing weapon. EFFECTS: 13.41 Lethal damage; 13.41 Lethal damage critical bonus.												





NINJAS: GENIN LEVEL 1

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Snap Shot	—	Click	105%	80'	5.2	0	1	4	—	—	—	Ranged, Lethal
BOOSTS ALLOWED: —	POWER HELP TEXT: This quick attack fires an arrow at your foe after only minimal aiming. It's fast but does little damage. Damage: Minor, Recharge: Fast											EFFECTS: 19.73 Lethal damage; 19.73 Lethal damage critical bonus.
Storm Kick	—	Click	100%	5'	7.0	0	1	6	—	—	—	Melee, Smashing
BOOSTS ALLOWED: —	POWER HELP TEXT: You can unleash a roundhouse kick that pummels your foe for moderate damage. Damage: Moderate, Recharge: Fast											EFFECTS: 33.49 Smashing damage; 33.49 Smashing damage critical bonus.

NINJAS: GENIN LEVEL 2

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Aimed Shot	—	Click	105%	80'	8.5	0	1.67	8	—	—	—	Ranged, Lethal
BOOSTS ALLOWED: —	POWER HELP TEXT: Though it takes longer to execute, the Aimed Shot deals greater damage than Snap Shot. Damage: High, Recharge: Moderate											EFFECTS: 32.36 Lethal damage; 32.36 Lethal damage critical bonus.
Crane Kick	—	Click	100%	5'	8.5	0	2	8	—	—	—	Melee, Smashing
BOOSTS ALLOWED: —	POWER HELP TEXT: You can perform a slow, high-damage kick that will likely knock your target back. Damage: High, Recharge: Moderate											EFFECTS: 41.6 Smashing damage; 41.6 Smashing damage critical bonus; 60% chance for a Knockback of 24'.
Super Leap	—	Auto	100%	0'	0.0	0	0	10	—	—	—	—
BOOSTS ALLOWED: —	POWER HELP TEXT: Genin can jump high.											EFFECTS: 14.4' Jump Height; 49.9' per second Jump Speed.

NINJAS: JOUNIN

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Resistance	—	Auto	100%	0'	0.0	0	0	0	—	—	—	—
BOOSTS ALLOWED: —	POWER HELP TEXT: Jounin have improved Defense to melee, ranged, and AoE attacks. They are resistant to Confuse and Taunt and are excellent runners. They can use a Sting of the Wasp and a Gambler's Cut with their Ninja blade. Jounin can also use Caltrops. EFFECTS: 14.2% melee Defense; 14.2% ranged Defense; 14.2% AoE Defense; 4-point Taunt protection; 4-point Confusion protection; 50% Confusion resistance; 33' per second Run Speed.											
Sting of the Wasp	—	Click	105%	5'	6.0	0	1.67	5	—	—	—	Melee, Lethal
BOOSTS ALLOWED: —	POWER HELP TEXT: The Ninja blade may reduce your foe's Defenses.											EFFECTS: 35.97 Lethal damage; 35.97 Lethal damage critical bonus; 5% decrease to Defense for 10 seconds.
Gambler's Cut	—	Click	105%	5'	4.4	0	1.33	3	—	—	—	Melee, Lethal
BOOSTS ALLOWED: —	POWER HELP TEXT: The Ninja blade may reduce your foe's Defenses.											EFFECTS: 26.04 Lethal damage; 26.04 Lethal damage critical bonus; 5% decrease to Defense for 6 seconds.
Caltrops	—	Click	100%	30'	7.8	0	1.07	30	—	—	—	—
BOOSTS ALLOWED: —	POWER HELP TEXT: The Caltrops cause minor lethal damage over time to your foes, and may slow their movement.											EFFECTS: 80% decrease to Run Speed while within the area of effect; Jumping is disabled while in the area of effect; 2.8 Lethal damage per second while in the area of effect.

NINJAS: JOUNIN LEVEL 1

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Soaring Dragon	—	Click	105%	5'	9.4	0	2	9	—	—	—	Melee, Lethal
BOOSTS ALLOWED: —	POWER HELP TEXT: The Ninja blade may reduce your foe's Defenses.											EFFECTS: 55.82 Lethal damage; 55.82 Lethal damage critical bonus; 75% chance for a Knockup; 5% decrease to Defense for 10 seconds.
Poison Dart	—	Click	100%	60'	5.2	0	2	4	—	—	—	Ranged, Lethal
BOOSTS ALLOWED: —	POWER HELP TEXT: Your Poison Dart will cause moderate Toxic Damage over time.											EFFECTS: 15.68 Lethal damage; 15.68 Lethal damage critical bonus; 75% of 2.53 Toxic damage per second for 9 seconds; 100% decrease in regeneration rate for 15 seconds.
Placate	—	Click	100%	5'	0.0	0	1.5	60	—	—	—	—
BOOSTS ALLOWED: —	POWER HELP TEXT: The Jounin may Placate your foes.											EFFECTS: 21.61-second Placate versus critters only; 12.9-second Placate versus players only; 55' stealth radius to critters; 500' stealth radius to players; enables critical damage on next attack.
Super Leap	—	Auto	100%	0'	0.0	0	0	10	—	—	—	—
BOOSTS ALLOWED: —	POWER HELP TEXT: Jounin can Super Leap.											EFFECTS: 14.4' Jump Height; 49.9' per second Jump Speed.

NINJAS: JOUNIN LEVEL 2

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Golden Dragonfly	—	Click	105%	10'	11.9	0	2	12	10'	20°	10	Melee, Lethal
BOOSTS ALLOWED: — POWER HELP TEXT: You perform a devastating Golden Dragonfly attack that deals a massive amount of damage and can even knock a foe down to the ground and reduce its Defense. The power of this attack can extend a short distance through multiple foes. If you execute this while hidden, only some affected targets may be hit with a critical; however, there is a chance you may land a critical hit with Golden Dragonfly even if you are not hidden. Damage: Extreme, Recharge: Slow EFFECTS: 70.7 Lethal damage; 5% chance of 70.7 Lethal damage critical bonus versus held targets; 50% chance of 70.7 Lethal damage critical bonus; 5% decrease to Defense for 10 seconds; 60% chance for a Knockdown.											
Blinding Powder	—	Click	100%	25'	7.8	0	1.07	120	25'	45°	10	AoE
BOOSTS ALLOWED: — POWER HELP TEXT: Blinding Power may confuse or Blind your foes. EFFECTS: 15.4-second Sleep versus critters only; 12.32-second Sleep versus players only (this will suppress for 15 seconds on affected targets); 1% decrease in To Hit chance for 15 seconds; 50% chance of 30.8-second Confusion; 90% decrease in Perception radius versus critters only; 90% decrease in Perception radius versus players only (this will be canceled if the target is attacked).												
Hide	—	Toggle	100%	0'	0.1	0	0.73	20	—	—	—	—
BOOSTS ALLOWED: — POWER HELP TEXT: Hide makes you almost impossible to detect. When properly "Hidden," a Jounin can pull off Critical hits with his attacks. When the Jounin attacks or is damaged while using this power, he will be discovered. Even if discovered, the Jounin is hard to see and retain some bonus to Defense. EFFECTS: 55' stealth radius to critters (this will suppress for 10 seconds if attacked); 500' stealth radius to players (this will suppress for 10 seconds if attacked); enables critical damage on next attack; 2.5% melee Defense; 2.5% ranged Defense; 2.5% AoE Defense; 2.5% melee Defense (this will suppress for 10 seconds if attacked); 2.5% ranged Defense (this will suppress for 10 seconds if attacked); 2.5% AoE Defense (this will suppress for 10 seconds if attacked).												

NINJAS: ONI

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Resistance	—	Auto	100%	0'	0.0	0	0	0	—	—	—	—
BOOSTS ALLOWED: — POWER HELP TEXT: Oni are resistant to Smashing, Lethal, and Fire damage and Confuse and Taunt effects. They have improved Defense to melee, ranged, and AoE attacks and are excellent runners. The Oni has a fiery katana and can cast Fire Blast. EFFECTS: 7.1% melee Defense; 7.1% ranged Defense; 7.1% AoE Defense; 26.67% Smashing resistance; 26.67% Lethal resistance; 26.67% Fire resistance; 4-point Taunt protection; 4-point Confusion protection; 50% Confusion resistance; 33' per second Run Speed.											
Super Leap	—	Auto	100%	0'	0.0	0	0	10	—	—	—	—
BOOSTS ALLOWED: — POWER HELP TEXT: Oni can Super Leap. EFFECTS: 14.4' Jump Height; 49.9' per second Jump Speed.												
Fire Sword Slash	—	Click	100%	5'	4.4	0	1.83	3	—	—	—	Melee, Lethal
BOOSTS ALLOWED: — POWER HELP TEXT: The Ninja blade may reduce your foe's Defenses. EFFECTS: 12.46 Lethal damage; 18.32 Fire damage; 80% chance of 8.66 Fire damage per second for 3.1 seconds after .5-second delay; 30.78 Lethal damage critical bonus.												
Fire Blast	—	Click	100%	80'	5.2	0	1.2	4	—	—	—	Ranged, Fire
BOOSTS ALLOWED: — POWER HELP TEXT: The Ring of Fire will deal minor fire damage over time to your foes, and may immobilize them. EFFECTS: 31.01 Fire damage; 31.01 Fire damage critical bonus; 80% chance of 3.1 Fire damage per second for 3.1 seconds after .5-second delay.												

NINJAS: ONI LEVEL 1

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Fire Sword Hack	—	Click	100%	5'	6.9	0	3	6	—	—	—	Melee, Lethal
BOOSTS ALLOWED: — POWER HELP TEXT: The Grave Knight reduces the Accuracy of its targets. EFFECTS: 11.72 Lethal damage; 36.65 Fire damage; 80% chance of 8.66 Fire damage per second for 3.1 seconds after .5-second delay; 48.37 Lethal damage critical bonus.												
Ring of Fire	—	Click	100%	80'	7.8	0	1.17	4	—	—	—	Ranged, Fire
BOOSTS ALLOWED: — POWER HELP TEXT: The Grave Knight reduces the Accuracy of its targets. EFFECTS: 6.82 Fire damage per 2 seconds for 9.2 seconds; 6.82 Fire damage critical bonus per 2 seconds for 9.2 seconds; 28.87-second Immobilize of 4 strength versus critters only; 19.25-second Immobilize of 4 strength versus players only (this will suppress for 15 seconds on affected targets); 100% Knockback resistance for 15 seconds.												
Fire Breath	—	Click	100%	40'	15.2	0	2.67	16	40'	30°	10	AoE, Fire
BOOSTS ALLOWED: — POWER HELP TEXT: The Oni's Breath of Fire deals high fire damage to your foes. EFFECTS: 18.14 Fire damage per second for 2 seconds after a 1-second pause; 18.14 Fire damage per second for 2 seconds critical bonus after a 1-second pause.												





NINJAS: ONI LEVEL 2

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Char	—	Click	100%	80'	8.5	0	1.07	8	—	—	—	Ranged, Fire
BOOSTS ALLOWED: — POWER HELP TEXT: The Oni's Char ability may leave your foes choking and unable to act. EFFECTS: 23.1-second Hold of 3 strength versus critters only; 15.4-second Hold of 3.5 strength versus players only (this will suppress for 15 seconds on affected targets); 6.82 Fire damage per 1 seconds for 4.2 seconds; 6.82 Fire damage critical bonus per 1 seconds for 4.2 seconds.												
Rain of Fire	—	Click	100%	60'	26.0	0	2.03	60	—	—	—	—
BOOSTS ALLOWED: — POWER HELP TEXT: This power summons a Rain of Fire over a targeted location, burning foes within a large area. Damage: Moderate (DoT), Recharge: Long EFFECTS: 40% Movement Speed decrease while in the area of effect; 12.51 Fire damage per .2 second for 15 seconds; 25.02 Fire damage bonus for Scourge versus critters only.												

ROBOTICS

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Pulse Rifle Blast	0	Click	100%	80'	6.5	0	1.87	4	Target	0°	1	Ranged, Smashing, Energy
BOOSTS ALLOWED: Accuracy, Damage, Recharge, Endurance Discount, Range, Knockback POWER HELP TEXT: This pulse rifle can fire a long-range laser pulse; it deals moderate Smashing and Energy damage. Damage: Moderate, Recharge: Fast EFFECTS: 6.11 Lethal damage; 24.46 Energy damage.												
Battle Drones		Click	100%	60'	19.5	0	2.03	60	Target	0°	1	—
BOOSTS ALLOWED: Accuracy, Damage, Endurance Discount, Knockback POWER HELP TEXT: You can construct 1–3 Battle Drones (depending on your level) to do your bidding. Drones start out with only basic weaponry but can be upgraded with heavier energy weapons. Drones can Super Leap. You may have only three Drones under your control at any given time. If you attempt to construct more Drones, you can only replace the ones you have lost in battle. If you already have three, the power will fail. See also the "Battle Drones" power set. Recharge: Very Long EFFECTS: This power allows you to summon Battle Drone robots. At level 1, you may summon one Battle Drone. This increases to two Battle Drones and level 6 and to three at level 18.												
Pulse Rifle Burst	2	Click	100%	80'	10.7	0	1.87	8	Target	0°	1	Ranged, Smashing, Energy
BOOSTS ALLOWED: Accuracy, Damage, Recharge, Endurance Discount, Range, Knockback POWER HELP TEXT: This high-powered laser pulse from your pulse rifle takes more energy to fire but causes much more damage than a standard pulse and has a very good chance to send your foes flying. Damage: Moderate, Recharge: Fast EFFECTS: 50.16 Energy damage; 40% chance for a Knockback of 12' versus critters only; 40% chance for a Knockback of 12' versus players only (this will suppress for 10 seconds on affected targets).												
Equip Robot	6	Click	100%	50'	16.3	0	2.03	6	Target	0°	1	—
BOOSTS ALLOWED: Recharge, Endurance Discount, Range POWER HELP TEXT: Equip your Robots with the latest gear and weaponry. This power permanently bestows new powers and abilities to one Robot henchman. The powers gained are dependent upon the targeted Robot henchman. This power works only on your Robot henchmen, and you can equip any given Robot henchman only once. Recharge: Medium EFFECTS: Adds Level 1 to targeted henchman.												
Photon Grenade	8	Click	100%	80'	19.0	0	1.87	16	15'	360°	10	AoE, Energy, Smashing
BOOSTS ALLOWED: Accuracy, Damage, Recharge, Endurance Discount, Range, Disorient POWER HELP TEXT: This launches an energy grenade at long range from your pulse rifle. The energy from this explosion can Disorient some targets in the affected area. Damage: Moderate, Recharge: Slow EFFECTS: 9.17 Smashing damage; 18.35 Energy damage; 40% chance of 4.7-second Hold of 2 strength versus critters only; 40% chance of 3.5-second Hold of 2 strength versus players only (this will suppress for 15 seconds on affected targets).												
Protector Bots	12	Click	100%	60'	19.5	0	2.03	90	Target	0°	1	—
BOOSTS ALLOWED: Accuracy, Damage, Endurance Discount, Knockback, Buff Defense, Heal, Disorient, To Hit Debuff POWER HELP TEXT: You can summon 1–2 powerful Protector Bots (depending on your level). Protector Bots can defend your army by placing force fields on you and your allies. They can even be equipped to repair your other Robot henchmen. Make no mistake, though; the best Defense is a good offense, and Protector Bots are well equipped with energy weapons. You may have only 2 Protector Bots under your control at any given time. If you attempt to summon more Protector Bots, you can only replace the ones you have lost in battle. If you already have two, the power will fail. See also the "Protector Bots" power set. Recharge: Very Long EFFECTS: Summons one Protector Bot and an additional Protector Bot beginning at Level 24.												
Repair	18	Click	100%	80'	16.3	0	2.03	120	Target	0°	1	—
BOOSTS ALLOWED: Endurance Discount, Range, Recharge, Recovery POWER HELP TEXT: You can release a small swarm of nanites that can Repair one Robot henchman to full Health and restores some of its Endurance. This power works only on your Robot henchmen. Recharge: Slow EFFECTS: 107-point Heal only on Robot henchmen; 25-point increase to Endurance only to Robot henchmen.												
Assault Bot	26	Click	100%	60'	19.5	0	2.03	120	Target	0°	1	—
BOOSTS ALLOWED: Accuracy, Damage, Endurance Discount, Knockback, Disorient POWER HELP TEXT: You can build one massive Assault Bot. Simply put, the Assault Bot is a killing machine. There is nothing subtle about its weaponry. You may have only one Assault Bot under your control at any given time. If you attempt to summon another Assault Bot, the power will fail. See also the "Assault Bot" power set. Recharge: Very Long EFFECTS: Summons one Assault Bot.												
Upgrade Robot	32	Click	100%	30'	22.8	0	2.03	10	Target	0°	1	—
BOOSTS ALLOWED: Recharge, Endurance Discount, Range POWER HELP TEXT: Upgrade Robot will permanently bestow the most powerful and high-tech gear and weaponry to one Robot henchman. The upgraded Robot will gain new abilities, powers, and weapons. The powers gained are dependent upon the targeted Robot. This power works only on your Robot henchmen, and you can upgrade any given Robot henchman only once. Recharge: Medium EFFECTS: Adds Level 2 to the targeted henchman.												

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ROBOTICS: BATTLE DRONES

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Resistance	—	Auto	100%	0'	0.0	0	0	0	Target	0°	1	—
BOOSTS ALLOWED: —	POWER HELP TEXT: Battle Drones are resistant to Smashing, Lethal, and Psionic damage. They have some protection from Fear and Holds.	EFFECTS: 26.67% Lethal resistance; 26.67% Cold resistance; 26.67% Psionic resistance; 1-point Disorient protection; 4-point Sleep protection; 50% Sleep resistance; 4-point Fear protection; 50% Fear resistance.										
Super Leap	—	Auto	100%	0'	0.0	0	0	10	Target	0°	1	—
BOOSTS ALLOWED: —	POWER HELP TEXT: Bots can Super Leap.	EFFECTS: 28.8' Jump Height; 77.8' per second Jump Speed.										
Laser Burst	—	Click	100%	90'	5.2	0	2	4	Target	0°	1	Ranged, Energy
BOOSTS ALLOWED: Accuracy, Damage, Endurance Discount	POWER HELP TEXT: The Battle Drone's Laser Burst does moderate energy damage to your foes. Recharge: Moderate	EFFECTS: 6.59 Energy damage per .25-second for .51 second.										
Smash	—	Click	100%	5'	5.2	0	0.67	16	Target	0°	1	Melee, Lethal
BOOSTS ALLOWED: Accuracy, Damage, Endurance Discount	POWER HELP TEXT: The Battle Drone can smash a foe for moderate smashing damage.	EFFECTS: 29.43 Smashing damage.										

ROBOTICS: BATTLE DRONES LEVEL 1

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Heavy Laser Burst	—	Click	100%	90'	8.5	0	3.33	8	Target	0°	1	Ranged, Smashing, Energy
BOOSTS ALLOWED: Accuracy, Damage, Endurance Discount, Knockback	POWER HELP TEXT: This Heavy Leaser Burst takes more energy to fire but causes much more damage than a standard Laser Burst and can send your foes flying. Damage: Moderate, Recharge: Fast	EFFECTS: 19.73 Energy damage; 12.63 Smashing damage; 30% chance for a Knockback of 12' versus critters only; 30% chance for a Knockback of 12' versus players only (this will suppress for 10 seconds on affected targets).										

ROBOTICS: BATTLE DRONES LEVEL 2

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Full Auto Laser	—	Click	120%	80'	10.2	0	6.33	16	80'	15°	10	Ranged, Energy
BOOSTS ALLOWED: Accuracy, Damage, Endurance Discount,	POWER HELP TEXT: The Battle Drone may fire a series of very fast laser pulses, which saturate a cone area and may damage any foes within that area with moderate energy damage.	EFFECTS: 2.38 Energy damage per .3 second for 5 seconds.										

ROBOTICS: PROTECTOR BOTS

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Resistance	—	Auto	100%	0'	0.0	0	0	0	Target	0°	1	—
BOOSTS ALLOWED: —	POWER HELP TEXT: The Protector Bot is resistant to Sleep, Fear, and Disorient. They are also resistant to Lethal, Cold, and Psionic damage. They have a Laser Burst and can cast Force Shields on allies.	EFFECTS: 26.67% Lethal resistance; 26.67% Cold resistance; 26.67% Psionic resistance; 1-point Disorient protection; 4-point Sleep protection; 50% Sleep resistance; 4-point Fear protection; 50% Fear resistance.										
Laser Burst	—	Click	100%	90'	5.2	0	2	6	Target	0°	1	Ranged, Energy
BOOSTS ALLOWED: Accuracy, Damage, Endurance Discount	POWER HELP TEXT: This fires a Heavy laser. Recharge: Moderate	EFFECTS: 8.44 Energy damage per .25-second for .51 second.										
Force Shield	—	Click	100%	80'	7.8	0	2.07	8	Target	0°	1	—
BOOSTS ALLOWED: Endurance Discount, Defense Buff	POWER HELP TEXT: You have been given a Force Shield. Your Defense to attacks is increased.	EFFECTS: 7.5% melee Defense; 7.5% ranged Defense; 7.5% AoE Defense; 7.5% Smashing Defense; 7.5% Lethal Defense; 7.5% Fire Defense; 7.5% Cold Defense; 7.5% Energy Defense; 7.5% Negative Energy Defense.										





ROBOTICS: PROTECTOR BOTS LEVEL 1

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Heavy Laser Burst	—	Click	100%	90'	8.5	0	2	10	Target	0°	1	Ranged, Smashing, Energy
BOOSTS ALLOWED: Accuracy, Damage, Endurance Discount, Knockback POWER HELP TEXT: This Heavy Leaser Burst takes more energy to fire but causes much more damage than a standard Laser Burst and can send your foes flying. Damage: Moderate, Recharge: Fast EFFECTS: 8.47 Energy damage per .25 second for 5.1 seconds; 5.41 Energy damage per .25 second for 5.1 seconds; 30% chance for a Knockback of 12' versus critters only; 30% chance for a Knockback of 12' versus players only (this will suppress for 10 seconds on affected targets).											
Repair	—	Click	100%	80'	13.0	0	3	30	Target	0°	1	—
BOOSTS ALLOWED: Endurance Discount, Heal POWER HELP TEXT: This power repairs one Robot henchman. This power works only on your Robot henchmen. Recharge: Slow EFFECTS: 212.9 Heal on Robot henchmen only.												

ROBOTICS: PROTECTOR BOTS LEVEL 2

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Photon Grenade	—	Click	100%	80'	15.2	0	2	16	15'	360°	10	AoE, Energy, Smashing
BOOSTS ALLOWED: Accuracy, Damage, Endurance Discount, Disorient POWER HELP TEXT: The Photon Grenade does minor smashing damage and moderate energy damage to your foes, and may leave them disoriented. EFFECTS: 7.61 Smashing damage; 15.22 Energy damage; 40% chance of 6.16-second Hold of 2 strength versus critters only; 40% chance of 4.62-second Hold of 2 strength versus players only (this will suppress for 15 seconds on affected targets).												
Seeker Drones	—	Click	100%	60'	13.0	0	2.67	180	Target	0°	1	—
BOOSTS ALLOWED: Accuracy, Damage, Endurance Discount, To Hit Debuff, Disorient POWER HELP TEXT: You create two Seeker Drones. These Seeker Drones will follow you until they detect an enemy, and then they will zero in on their targets and detonate on impact. The small explosive flash of energy does only minor damage, but the concussion can weaken foes. Affected targets will have reduced Damage, Accuracy, and Perception and may even be Disoriented for a short while. You can only ever have two Seeker Drones out at one time and they can be destroyed by your foes. Recharge: Long EFFECTS: 14.9 Energy damage; 25% chance of 9.24-second Hold of strength 2 versus critters only; 25% chance of 6.16-second Hold of strength 2 versus players only; 90% decrease in Perception for 40 seconds versus critters only; 90% decrease in Perception for 40 seconds versus players only (this will suppress if the target is attacked); 5% decrease in To Hit chance for 40 seconds; 20% decrease to damage for 40 seconds.											

ROBOTICS: ASSAULT BOTS

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Resistance	—	Auto	100%	0'	0.0	0	0	0	Target	0°	1	—
BOOSTS ALLOWED: — POWER HELP TEXT: Robots are resistant to Sleep, Fear, and Disorient effects. They are also resistant to Lethal, Cold, and Psionic damage. The Assault Bot has a Plasma Blast and melee Smash attack. EFFECTS: 26.67% Lethal resistance; 26.67% Cold resistance; 26.67% Psionic resistance; 1-point Disorient protection; 4-point Sleep protection; 50% Sleep resistance; 4-point Fear protection; 50% Fear resistance.												
Plasma Blast	—	Click	100%	80'	5.2	0	2	4	Target	0°	1	Ranged, Energy
BOOSTS ALLOWED: Accuracy, Damage, Endurance Discount, Knockback POWER HELP TEXT: Plasma burns may reduce a foe's ability to regenerate lost health. EFFECTS: 18.1 Energy damage; 30% chance for a Knockback of 8'; 50% decrease in regeneration rate for 30 seconds versus critters only; 90% decrease in regeneration rate for 30 seconds versus players only.												
Smash	—	Click	100%	5'	5.2	0	2.67	16	Target	0°	1	Melee, Smashing
BOOSTS ALLOWED: Accuracy, Damage, Endurance Discount, Disorient POWER HELP TEXT: The Assault Bot can smash a foe for moderate smashing damage. EFFECTS: 48.37 Smashing damage; 10% chance of 9.62-second Hold of 2 strength versus critters only; 10% chance of 6.35-second Hold of 2 strength versus players only (this will suppress for 15 seconds on affected targets); 5% chance of dropping one toggle power.												

ROBOTICS: ASSAULT BOTS LEVEL 1

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Dual Plasma Blast	—	Click	100%	80'	10.2	0	4	25	5'	360°	5	AoE, Energy
BOOSTS ALLOWED: Accuracy, Damage, Endurance Discount, Knockback POWER HELP TEXT: Plasma burns are hard to heal. The burns have halted your regeneration rate. EFFECTS: 6.5 Energy damage per .5 second for 3.1 seconds, after a .5-second delay; 15.5 Energy damage; 30% chance for a Knockback of 8'; 50% decrease in regeneration rate for 30 seconds versus critters only; 90% decrease in regeneration rate for 30 seconds versus players only.												
Flamethrower	—	Click	100%	40'	8.5	0	6.33	10	40'	30°	10	AoE, Fire
BOOSTS ALLOWED: Accuracy, Damage, Endurance Discount POWER HELP TEXT: The Assault Bot's Flamethrower is doing Fire damage over time to you. EFFECTS: 6.35 Fire damage per second for 7.1 seconds, after a 1-second delay.												

ROBOTICS: ASSAULT BOTS LEVEL 2

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Swarm Missiles	—	Click	100%	80'	10.4	0	2.67	16	20'	360°	16	AoE, Lethal

BOOSTS ALLOWED: Accuracy, Damage, Endurance Discount, Knockback POWER HELP TEXT: The Assault Bot can launch a pack of eight Swarm Missiles. EFFECTS: 7.59 Lethal damage per .4 second for 3.1 seconds; 40% chance for a Knockback of 32' versus critters only; 40% chance for a Knockback of 32' versus players only (this will suppress for 10 seconds on an affected target).

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Incendiary Swarm Missiles	—	Click	100%	80'	10.4	0	2.67	16	20'	360°	16	AoE, Lethal

BOOSTS ALLOWED: Accuracy, Damage, Endurance Discount POWER HELP TEXT: The Assault Bot can launch a pack of eight Incendiary Swarm missiles. EFFECTS: 3.87 Lethal damage per .4 second for 3.1 seconds; 3.38 Fire damage per .2 second for 20 seconds.

SECONDARY POWERS

DARK MIASMA

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Twilight Grasp	0	Click	100%	80'	7.8	0	2.37	8	Target	0°	1	Ranged, Negative Energy

BOOSTS ALLOWED: Recharge, Endurance Discount, Range, Accuracy, To Hit Debuff, Heal POWER HELP TEXT: You channel Negative Energy from the Netherworld through yourself to a targeted foe. Twilight Grasp drains the power from that target and slowly transfers it to you and all nearby allies. The targeted foe's Accuracy and damage are reduced, while you and your nearby allies are healed. Recharge: Moderate EFFECTS: 212-point Heal to all allies within the area of effect; 3.75% decrease in To Hit chance for 20 seconds; 7.5% decrease to damage for 20 seconds; 50% decrease in regeneration rate versus critters only; 90% decrease in regeneration rate versus players only.

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Tar Patch	2	Click	100%	90'	7.8	0	3.1	90	Target	0°	1	—

BOOSTS ALLOWED: Recharge, Endurance Discount, Range, Slow POWER HELP TEXT: This power drops a large patch of viscous Negative Energy that dramatically slows down enemies who run through it and reduces their damage resistance. Affected targets stuck in the Tar Patch cannot jump or fly. Recharge: Slow EFFECTS: 90% decrease in Run Speed while in the area of effect; Jumping is disabled while in the area of effect; Flight is disabled while in the area of effect; 22.5% decrease in damage resistance while in the area of effect versus critters only; 22.5% irresistible decrease in damage resistance while in the area of effect versus players only.

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Darkest Night	4	Toggle	100%	70'	0.3	0	3.17	10	25'	360°	16	AoE, Negative Energy

BOOSTS ALLOWED: Recharge, Endurance Discount, Range, To Hit Debuff POWER HELP TEXT: While this is active, you channel Negative Energy onto a targeted foe. Darkest Night decreases the damage potential and Accuracy of the target and all foes nearby as long as you keep the power active. Recharge: Slow EFFECTS: 22.5% decrease to damage to enemies within the radius of the target while maintained; 11.25% decrease in To Hit chance to enemies within the radius of the target while maintained.

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Howling Twilight	10	Click	100%	80'	26.0	0	3.17	180	15'	360°	16	AoE, Negative Energy

BOOSTS ALLOWED: Recharge, Endurance Discount, Slow, Disorient, Damage, Range POWER HELP TEXT: Activating this power channels the power of the Netherworld to weaken your foes in an attempt to revive all nearby fallen allies. You must stand near your defeated allies to revive them, then select a foe. The selected foe and all nearby foes will be Slowed, Disoriented, and drained of some life. Revived allies will have full Hit Points and Endurance and will be protected from XP Debt for 90 seconds. Recharge: Very Long EFFECTS: 50% decrease to Movement Speed for 30 seconds; 50% decrease to Attack Speed for 30 seconds; 7.64 Negative Energy damage; 15-second Disorient of 2 strength versus critters only; 10-second Disorient of 3 strength versus players only (this will suppress for 15 seconds on affected targets); 50% decrease in regeneration rate versus critters only; 90% decrease in regeneration rate versus players only; 15-second Fear of strength 3 versus critters only; resurrects allies within the area of effect with full Health and Endurance.

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Shadow Fall	16	Toggle	100%	0'	0.3	0	2.03	15	40'	360°	—	—

BOOSTS ALLOWED: Endurance Discount, Recharge, Buff Defense, Resist Damage POWER HELP TEXT: This power envelops you and your nearby teammates in a shroud of darkness. Shadow Fall does not grant Invisibility, but it does make you harder to detect. Even if you are discovered, Shadow Fall grants a bonus to Defense bonus to all attacks and resistance to Fear, while reducing Energy, Negative Energy, and Psionic Damage. You cannot use any other Concealment power while using Shadow Fall. Recharge: Slow EFFECTS: 35' stealth radius to critters (this will suppress for 10 seconds if you interact with a clickable object or initiate an attack or are attacked); 389' stealth radius to players (this will suppress for 10 seconds if you interact with a clickable object or initiate an attack or are attacked); 3.75% increase to melee Defense while within the area of effect; 3.75% increase to ranged Defense while within the area of effect; 15% Energy resistance while in the area of effect; 15% Negative Energy resistance while in the area of effect; 15% Psionic resistance while in the area of effect; 129% Fear resistance while in the area of effect; 5.19-point Fear protection while in the area of effect.

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Fearsome Stare	20	Click	100%	70'	8.5	0	2.03	40	70'	45°	16	Negative Energy

BOOSTS ALLOWED: Accuracy, Recharge, Endurance Discount, To Hit Debuff, Fear, Range POWER HELP TEXT: This power instills tremendous Fear within a cone area in front of you, causing all affected targets to tremble in terror uncontrollably. Recharge: Slow EFFECTS: 17.88-second Fear of strength 3 versus critters only; 20% chance of 11.92-second Fear of strength 1 versus critters only; 17.88-second Fear of strength 3 versus players only (this will suppress for 15 seconds on affected targets); 11.25% decrease in To Hit chance to enemies for 20 seconds.

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Petrifying Gaze	28	Click	100%	70'	7.8	0	1.67	16	Target	0°	1	Ranged, Negative Energy

BOOSTS ALLOWED: Accuracy, Recharge, Endurance Discount, Range, Hold POWER HELP TEXT: This power petrifies a single targeted foe with a terrifying gaze. The victim is Held and defenseless. Recharge: Slow EFFECTS: 9.53-second Hold of 3 strength versus critters only; 7.15-second Hold of 3 strength versus players only (this will suppress for 15 seconds on affected targets).

VOLUME 1 - ISSUE 1
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DARK MIASMA CONT.

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Black Hole	35	Click	100%	50'	13.0	0	1.03	120	20'	360°	16	AoE, Negative Energy

BOOSTS ALLOWED: Accuracy, Recharge, Endurance Discount, Range, Intangible POWER HELP TEXT: This power opens up a Black Hole to the Netherworld that temporarily pulls in all foes within its grasp. The victims become phase shifted and are completely intangible. They are hard to see and cannot affect or be affected by those in normal space. Recharge: Slow EFFECTS: Intangible for 30 seconds versus critters only; Untouchable for 30 seconds versus critters only; target may only use self-affecting powers for 30 seconds versus critters only; 30-second Immobilize of strength 3 versus critters only; Intangible for 10 seconds versus players only; Untouchable for 10 seconds versus players only; target may only use self-affecting powers for 10 seconds versus players only; 10-second Immobilize of strength 3 versus players only.

Dark Servant	38	Click	200%	60'	26.0	0	3.17	240	Target	0°	1	—

BOOSTS ALLOWED: Recharge, Endurance Discount, To Hit Debuff, Heal, Hold, Accuracy, Immobilize POWER HELP TEXT: This power summons a Dark Servant to your aid. The Dark Servant possesses an assortment of dark powers to weaken your foes. The summoned entity is not a willing servant, and it is only your power that binds it in this realm. The Dark Servant can be buffed and healed. See also "Dark Servant" power set. Recharge: Very Long EFFECTS: Creates a Dark Servant pet.

DARK MIASMA: DARK SERVANT

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Chill of the Night	—	Click	200%	0'	0.0	0	3.17	0	10'	360°	10	—

BOOSTS ALLOWED: Recharge, Endurance Discount, To Hit Debuff, Heal, Hold, Accuracy, Immobilize POWER HELP TEXT: — EFFECTS: 30% decrease in To Hit chance to enemies within 10' of the Dark Servant; 75% chance of 5.63 Negative Energy damage per 2 seconds to enemies within 10' of the Dark Servant.

Twilight Grasp	—	Click	100%	80'	7.8	0	2.37	8	Target	0°	1	Ranged, Negative Energy

BOOSTS ALLOWED: Recharge, Endurance Discount, Range, Accuracy, To Hit Debuff, Heal POWER HELP TEXT: You channel Negative Energy from the Netherworld through yourself to a targeted foe. Twilight Grasp drains the power from that target and slowly transfers it to you and all nearby allies. The targeted foe's Accuracy and damage are reduced, while you and your nearby allies are healed. Recharge: Moderate EFFECTS: 242-point Heal to all allies within the area of effect; 5% decrease in To Hit chance for 20 seconds; 10% decrease to damage for 20 seconds; 50% decrease in regeneration rate versus critters only; 90% decrease in regeneration rate versus players only.

Darkest Night	—	Toggle	100%	70'	0.3	0	3.17	10	25'	360°	16	AoE, Negative Energy

BOOSTS ALLOWED: Recharge, Endurance Discount, Range, To Hit Debuff POWER HELP TEXT: While this is active, the Dark Servant channels Negative Energy onto a targeted foe. Darkest Night decreases the damage potential and Accuracy of the target and all foes nearby as long as the power is kept active. Recharge: Slow EFFECTS: 30% decrease to damage to enemies within the radius of the target while maintained; 15% decrease in To Hit chance to enemies within the radius of the target while maintained.

Petrifying Gaze	—	Click	100%	70'	7.8	0	1.67	16	Target	0°	1	Ranged, Negative Energy

BOOSTS ALLOWED: Accuracy, Recharge, Endurance Discount, Range, Hold POWER HELP TEXT: This power petrifies a single targeted foe with a terrifying gaze. The victim is Held and defenseless. Recharge: Slow EFFECTS: 9.53-second Hold of 3 strength versus critters only; 7.15-second Hold of 3 strength versus players only (this will suppress for 15 seconds on affected targets).

Tenebrous Tentacles	—	Click	100%	40'	10.2	0	1.67	10	40'	40°	10	AoE, Negative Energy, Smashing

BOOSTS ALLOWED: Accuracy, Damage, Recharge, Endurance Discount, To Hit Debuff, Immobilize, Range POWER HELP TEXT: The Dark Servant can create a cone-shaped rift to the Netherworld that allows its native creatures to slip their oily tentacles into our reality. These creatures will snare all foes within range, Immobilizing them while the Tentacles drain their life and reduce their Accuracy. Damage: Moderate (DoT), Recharge: Slow EFFECTS: 4.1 Smashing damage per second for 7.1 seconds after a 1-second delay; 5.6 Negative Energy damage; 4.1 Smashing damage bonus for Scourge versus critters only; 5.6 Negative Energy damage bonus for Scourge versus critters only; 4.1 Smashing damage bonus for Scourge versus players only; 5.6 Negative Energy damage bonus for Scourge versus players only; 7.5% To Hit decrease for 8 seconds; 17.88-second Immobilize of 2 strength versus critters only; 11.92-second Immobilize of 2 strength versus players only (this will suppress for 15 seconds on affected targets).

FORCE FIELD

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Force Bolt	0	Click	120%	80'	6.5	0	1.10	4	Target	0°	1	Ranged, Smashing

BOOSTS ALLOWED: Accuracy, Damage, Recharge, Endurance Discount, Range, Knockback POWER HELP TEXT: This power discharges a bolt of force that knocks down foes and deals some Smashing Damage. Damage: Minor, Recharge: Fast EFFECTS: 6.11 Smashing damage; Knockback 72'; 5% chance of dropping one toggle power.

Deflection Shield	2	Click	100%	80'	9.8	0	2.07	2	Target	0°	1	—

BOOSTS ALLOWED: Endurance Discount, Defense Buff, Range, Recharge POWER HELP TEXT: This shield dramatically protects an ally from Smashing and Lethal damage and all melee attacks for a limited time. It also reduces Toxic damage. You cannot stack multiple Deflection Shields on the same target; however, the shield can be improved by another ally using the same power. It can be used in conjunction with your Insulation Shield. You cannot use this power on yourself. Recharge: Very Fast EFFECTS: 11.25 Smashing Defense for 240 seconds; 11.25 Lethal Defense for 240 seconds; 11.25 melee Defense for 240 seconds; 30% Toxic resistance for 240 seconds.

FORCE FIELD CONT.

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Insulation Shield	4	Click	100%	80'	9.8	0	2.07	2	Target	0°	1	—

BOOSTS ALLOWED: Endurance Discount, Defense Buff, Range, Recharge POWER HELP TEXT: This shield dramatically protects an ally from Fire, Cold, Energy, Negative Energy, ranged, and AoE attacks for a limited time. The insulation also protects the target from Endurance Drain effects. You cannot stack multiple Insulation Shields on the same target; however, the shield can be improved by another ally using the same power. It can be used in conjunction with your Deflection Shield. You cannot use this power on yourself. Recharge: Very Fast EFFECTS: 11.25 Fire Defense for 240 seconds; 11.25 Cold Defense for 240 seconds; 11.25 Energy Defense for 240 seconds; 11.25 Negative Energy Defense for 240 seconds; 11.25 ranged Defense for 240 seconds; 11.25 AoE Defense for 240 seconds; 51.9% recovery resistance for 240 seconds; 51.9% Endurance Drain resistance for 240 seconds.

Detention Field	10	Click	120%	80'	13.0	0	2.07	60	Target	0°	1	Ranged

BOOSTS ALLOWED: Accuracy, Endurance Discount, Range, Recharge POWER HELP TEXT: This power encases a targeted foe in a Detention Field. The captured target cannot be harmed, is Immobilized, cannot attack, and cannot aid allies. The target can, however, use self-affecting powers. Recharge: Slow EFFECTS: 100% Intangible of strength 3 for 30 seconds versus critters only; 100% Untouchable of strength 3 for 30 seconds versus critters only; victim may only cast self-targeted powers for 30 seconds versus critters only; 100% Intangible of strength 3 for 15 seconds versus players only; 100% Untouchable of strength 3 for 15 seconds versus players only; victim may only cast self-targeted powers for 15 seconds versus players only.

Personal Force Field	16	Toggle	100%	0'	0.2	0	2.03	120	Self	0°	1	—

BOOSTS ALLOWED: Recharge, Endurance Discount, Defense Buff POWER HELP TEXT: The Personal Force Field is almost impenetrable to all attacks, even Psionics and enemy Teleportation, although attacks from more powerful foes may get through more easily. Personal Force Field will also reduce the damage of any attacks that do get through. The Personal Force Field works both ways; while it is active, you can only use powers that affect yourself. It cannot be used with Rest. Recharge: Slow EFFECTS: You may only cast self-targeted powers; 67.5% Defense; 32% damage resistance; 100% Teleport resistance.

Dispersion Bubble	20	Toggle	100%	0'	0.3	0	1.07	15	25'	360°	16	—

BOOSTS ALLOWED: Recharge, Endurance Discount, Defense Buff POWER HELP TEXT: This power creates a large bubble that protects all allies inside. While active, the Dispersion Bubble gives all allies within increased Defense against all attack types. The Dispersion Bubble also protects allies from Immobilization, Disorient, and Hold effects. Recharge: Slow EFFECTS: 7.5% Defense to allies within the area of effect; 5.19-point Hold protection to allies within the area of effect; 5.19-point Disorient protection to allies within the area of effect; 5.19-point Immobilize protection to allies within the area of effect.

Repulsion Field	28	Toggle	100%	0'	0.5	0	2.03	20	7'	360°	16	—

BOOSTS ALLOWED: Recharge, Endurance Discount, Knockback POWER HELP TEXT: This toggle power creates a field that violently repels nearby foes. Each foe that is repelled costs you additional Endurance. Recharge: Slow EFFECTS: Knockback 24' per .5 second versus critters only; Knockback 24' per .5 second versus players only (this will suppress for 10 seconds on affected targets); 1.25 decrease in Endurance for each target within the area of effect; 3% chance of dropping one toggle power per .5 second.

Repulsion Bomb	35	Click	120%	70'	13.0	0	3.07	30	12'	360°	16	AoE, Smashing

BOOSTS ALLOWED: Accuracy, Recharge, Endurance Discount, Range, Knockback, Disorient POWER HELP TEXT: The Repulsion Bomb projects an expanding force bubble around an ally that knocks down and Disorients nearby foes. This power cannot be used on yourself. Recharge: Slow EFFECTS: 3.05 Smashing damage; Knockback 40' versus critters only; Knockback 40' versus players only (this will suppress for 10 seconds on affected targets); 40% chance of 11.9-second Disorient of 2 strength versus critters only; 40% chance of 8.9-second Disorient of 3 strength versus players only (this will suppress for 15 seconds on affected targets); 19% chance of dropping one toggle power.

Force Bubble	38	Toggle	100%	0'	0.2	0	1.07	15	50'	360°	16	—

BOOSTS ALLOWED: Recharge, Endurance Discount POWER HELP TEXT: This power creates a large bubble that protects all allies inside. While active, this power keeps all foes at bay, protecting all allies inside from melee or short-ranged attacks. More powerful foes may be able to penetrate the Force Bubble, but may slip and get knocked down and forced back if they try. Recharge: Slow EFFECTS: Repel of strength 10; 1% chance of Knockdown per .25 second versus critters only; 1% chance of Knockdown per .25 second versus critters only (this will suppress for 10 seconds on affected targets).

POISON

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Alkaloid	0	Click	100%	80'	16.3	0	1.53	4	Target	0°	1	—

BOOSTS ALLOWED: Endurance Discount, Heal, Range, Recharge POWER HELP TEXT: When used correctly, poisons can be used to heal as well as harm. Alkaloid consists of just the right amount of amino acids to safely Heal a single targeted ally. The healed target is also left with some resistance to Toxic damage (this Toxic damage resistance cannot be enhanced). You cannot use this power to Heal yourself. Recharge: Fast EFFECTS: 141-point Heal; 15% Toxic resistance for 60 seconds.

Envenom	2	Click	100%	70'	13.0	0	1.33	12	Target	0°	1	Ranged

BOOSTS ALLOWED: Accuracy, Endurance Discount, Range, Recharge, Defense Buff POWER HELP TEXT: You Envenom your foe with a nasty poison. The toxin directly attacks the immune system, reducing the affected target's Defense, damage resistance, and Hit Point regeneration rate. The poison is so potent, the target actually responds less to Healing while affected by the poison. Recharge: Slow EFFECTS: 22.5% decrease to Defense for 30 seconds; 30% decrease to damage resistance for 30 seconds; 15% reduction to Healing; 50% decrease in regeneration rate versus critters only; 90% decrease in regeneration rate versus players only.

Weaken	4	Click	100%	70'	13.0	0	2.07	16	Target	0°	1	Ranged

BOOSTS ALLOWED: Accuracy, Recharge, Endurance Discount, Range, To Hit Debuff POWER HELP TEXT: You poison a single foe with a venom that significantly Weakens their strength. The affected target's Accuracy and damage output are severely reduced. Additionally, the affected target's secondary power effects are all weakened. The target's power effects—like Heals, Defense buffs, Endurance Drains, Disorients, Holds, Immobilizes, Knockbacks, and more—are all weakened. Recharge: Long EFFECTS: 22.5% decrease to damage for 30 seconds; 11.25% decrease in To Hit chance for 30 seconds; 74.5% decrease in To Hit modifications from target; 74.5% decrease to Disorient duration from target; 74.5% decrease to Hold duration from target; 74.5% decrease to Sleep duration from target; 74.5% decrease to Confusion duration from target; 74.5% decrease to Fear duration from target; 74.5% decrease to Knockback distance from target; 74.5% decrease to Repel strength from target; 74.5% decrease to Run Speed alterations from target; 74.5% decrease to Fly Speed alterations from target; 74.5% decrease to Defense enhancements on target; 74.5% decrease to Healing from target; 74.5% decrease to Endurance modifications from target.





POISON CONT.

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Neurotoxic Breath	10	Click	100%	60'	13.0	0	2.67	30	60'	30°	16	AoE

BOOSTS ALLOWED: Accuracy, Recharge, Endurance Discount, Range, Slow POWER HELP TEXT: You can breathe a cone of neurotoxin gas that quickly starts to anesthetize any nearby foes. Affected targets may choke on the gas as their movement and attack rate are severely reduced. Recharge: Slow
EFFECTS: 65% decrease in Movement Speed for 20 seconds; 25% chance of 3.56-second Hold of strength 2 versus critters only; 25% chance of 3.56-second Hold of strength 2 versus critters only (this will suppress for 15 seconds on affected targets).

Elixir of Life	16	Click	100%	15'	32.5	0	1.83	180	Target	0°	1	—

BOOSTS ALLOWED: Recharge, Endurance Discount, Range, Recovery, Damage Resistance POWER HELP TEXT: With this elixir, you can revive a fallen ally and turn him or her into a killing machine. The revived target has increased damage, Accuracy, Endurance recovery, and attack speed, and gains a resistance to Toxic damage. A brew of this sort is not without its side effects. The revived target will soon become very sick and severely weak after about 90 seconds. All effects of the elixir will eventually wear off. Elixir of Life can only be used on players and cannot be used on your henchmen. Recharge: Very Long
EFFECTS: Resurrects target with full Health and Endurance; 200% increase to recovery for 90 seconds; 100% increase to Attack Speed for 90 seconds; 30% increase to damage for 90 seconds; 22.5% increase in To Hit chance for 90 seconds; 30% decrease to damage after 90 seconds which lasts for 45 seconds; 22.5% decrease in To Hit chance after 90 seconds which lasts for 45 seconds.

Antidote	20	Click	100%	70'	6.5	0	1.53	4	Target	0°	1	—

BOOSTS ALLOWED: Recharge, Endurance Discount, Range, Damage Resistance POWER HELP TEXT: This Antidote can free an ally from any Disorient, Hold, Sleep, Slow, and Immobilize effects and provide resistance to such effects for a good while. The Antidote also grants the target some resistance to Cold and Toxic damage. Some of the effects of this power will improve with multiple applications and as you advance in level. Recharge: Fast EFFECTS: 7.78-point Hold protection for 90 seconds; 7.78-point Disorient protection for 90 seconds; 7.78-point Sleep protection for 90 seconds; 129% Sleep resistance for 90 seconds; 7.78-point Immobilization protection for 90 seconds; 7.5% Cold resistance for 90 seconds; 50% resistance to Attack Speed debuffs for 90 seconds; 50% resistance to Run Speed debuffs for 90 seconds.

Paralytic Poison	28	Click	100%	70'	9.8	0	2	16	Target	0°	1	Ranged

BOOSTS ALLOWED: Accuracy, Recharge, Endurance Discount, Range, Hold POWER HELP TEXT: This Paralytic Poison viciously attacks a foe's nervous system and can leave an affected target completely Held and defenseless. Recharge: Slow EFFECTS: 9.53-second Hold of 3 strength versus critters only; 7.15-second Hold of 3 strength versus players only (this will suppress for 15 seconds on affected targets).

Poison Trap	35	Click	100%	0'	16.3	4	0	60	Target	0°	1	—

BOOSTS ALLOWED: Accuracy, Recharge, Endurance Discount, Sleep, Recovery POWER HELP TEXT: You can build a Poison Trap on the ground. Any foes that pass near the Poison Trap will cause it to detonate and release its toxic vapors. The poison is a knockout gas, and any foes in the affected area may be drained of much of their Endurance and quickly put to Sleep. The trap is almost impossible to detect, but it is fragile and may be set off by an enemy's explosion. Even if destroyed, the trap will detonate. Recharge: Long EFFECTS: 18.48-second Sleep of 3 strength versus critters only; 12.32-second Hold of 3 strength versus players only (this will suppress for 15 seconds on affected targets); 33% decrease to Endurance versus critters only; 10-point decrease to Endurance versus players only.

Noxious Gas	38	Click	100%	30'	22.8	0	2.07	300	Target	0°	1	—

BOOSTS ALLOWED: Recharge, Endurance Discount, Range POWER HELP TEXT: You can infect one of your henchmen, surrounding him with a Noxious Gas. All foes near the infected henchman will be overcome with the Noxious Gas. Their Defense, Accuracy, damage, and damage resistance will all be reduced. Additionally, there is a chance that any affected humanoid enemy will become violently ill. Even the mightiest foe will stop dead in its tracks, left helpless while emptying the contents of its stomach. Recharge: Very Slow EFFECTS: Target must be caster's pet; 15% decrease to damage per .5 second to enemies within 20' of the target, for 20 seconds; 22.5% decrease to damage resistance per .5 second to enemies within 20' of the target, for 20 seconds; 0.2% chance per second of humanoid enemies within 20' of the target becoming nauseated.

TRAPS

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Web Grenade	0	Click	100%	70'	9.8	0	1.37	4	Target	0°	1	Ranged

BOOSTS ALLOWED: Accuracy, Recharge, Endurance Discount, Immobilize, Range POWER HELP TEXT: Upon impact, the Web Grenade expels a strong, sinuous, and very sticky substance that can Immobilize most targets. This non-lethal device deals no damage and does not prevent targets from attacking, although their attack rate is Slowed. The Web Grenade can bring down flying entities and halts jumping. Recharge: Fast EFFECTS: 17.8-second Immobilize of strength 3 versus critters only; 11.9-second Immobilize of strength 3 versus players only (this will suppress for 15 seconds on affected targets); 50% decrease to Movement Speed for 15 seconds; 50% decrease to Attack Speed for 15 seconds; 100% Knockback resistance for 15 seconds; Flight is disabled for 15 seconds; Jumping is disabled for 15 seconds.

Caltrops	2	Click	100%	25'	9.8	0	1.07	45	Target	0°	1	—

BOOSTS ALLOWED: Recharge, Endurance Discount, Range, Damage, Slow POWER HELP TEXT: You toss a handful of Caltrops at a targeted location and spread the tiny metal spikes over a large area. Enemies that pass over the Caltrops will be forced to move at a slower rate. They will also take some trivial Lethal damage over time. Damage: Minor (DoT), Recharge: Slow EFFECTS: 80% decrease to Run Speed while within the area of effect; Jumping is disabled while in the area of effect; 2.8 Lethal damage per second while in the area of effect.

Triage Beacon	4	Click	100%	0'	13.0	0	2.17	200	Target	0°	1	—

BOOSTS ALLOWED: Recharge, Endurance Discount, Heal POWER HELP TEXT: You can plant a Triage Beacon into the ground. The beacon is immobile, but it emits a powerful healing aura. The regeneration rate of you and your allies will be greatly increased as long as you are near the Triage Beacon. The beacon is invulnerable. Recharge: Very Long EFFECTS: 150% increase to regeneration rate while in the area of effect.

Acid Mortar	10	Click	100%	0'	16.3	0	2.17	90	Target	0°	1	—

BOOSTS ALLOWED: Accuracy, Recharge, Endurance Discount, Damage, Defense Buff POWER HELP TEXT: You can place a small mortar on the ground. If an enemy passes nearby, the mortar will fire an acid grenade at the target. The grenade will explode in a small shower of acid on impact. This acid eats through armor, causing minor damage over time. It reduces the target's Defense and damage resistance. The mortar will last up to 60 seconds and will fire up to 10 grenades. It can be destroyed by your foes. Damage: Minor (DoT), Recharge: Slow EFFECTS: 0.56 damage per second for 20 seconds; 20% decrease to damage resistance for 20 seconds; 20% decrease to Defense for 20 seconds.

TRAPS CONT.

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Force Field Generator	16	Click	100%	20'	16.3	0	2.03	15	Target	0°	1	—

BOOSTS ALLOWED: Recharge, Endurance Discount, Defense Buff POWER HELP TEXT: You can build a Force Field Generator drone. It will generate a dispersion bubble that gives all nearby allies increased Defense against all attacks including Psionic. The dispersion bubble also protects allies from Immobilization, Disorient, and Hold effects. The drone will follow you and can be buffed and healed or even destroyed. However, it is not a henchman and cannot be given commands. You are limited to one Force Field Generator. Recharge: Very Slow EFFECTS: 10% increase to Defense while in the area of effect; 18.3-point Hold protection while in the area of effect; 18.3-point Disorient protection while in the area of effect; 18.3-point Immobilization protection while in the area of effect.

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Poison Trap	20	Click	100%	0'	16.3	0	2.17	90	Target	0°	1	—

BOOSTS ALLOWED: Recharge, Endurance Discount, Hold, Slow POWER HELP TEXT: You can build a Poison Trap on the ground. Any foes that pass near the Poison Trap will cause it to detonate and release its toxic vapors. The poison is a very noxious gas, and any foes in the affected area may start to choke or even vomit. Affected foes' regeneration rate and attack rate will be reduced as well. The trap is almost impossible to detect, but it is fragile and may be set off by an enemy's explosion. Even if destroyed, the trap will detonate. Recharge: Long EFFECTS: 50% decrease in regeneration rate for 10 seconds versus critters only; 90% decrease in regeneration rate for 10 seconds versus players only; 6.16-second Hold of 3 strength versus critters only; 0.3% chance of 6.16-second Hold of 3 strength per second versus critters only; 4.62-second Hold of 3 strength versus players only (this will suppress for 15 seconds on affected targets); 0.3% chance of 4.62-second Hold of 3 strength per second versus players only (this will suppress for 15 seconds on affected targets); 0.3% chance per second of humanoid targets becoming nauseated.

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Seeker Drones	28	Click	100%	60'	19.5	0	2.03	90	Target	0°	1	—

BOOSTS ALLOWED: Accuracy, Damage, Endurance Discount, Recharge, To Hit Debuff, Disorient, Range POWER HELP TEXT: You create two Seeker Drones. These Seeker Drones will follow you until they detect an enemy, and then they will zero in on their targets and detonate on impact. The small explosive flash of energy does only minor damage, but the concussion can weaken foes. Affected targets will have reduced Damage, Accuracy, and Perception and may even be Disoriented for a short while. You can only have two Seeker Drones out at one time, and they can be destroyed by your foes. Recharge: Long
EFFECTS: 14.9 Energy damage; 25% chance of 9.24-second Hold of strength 2 versus critters only; 25% chance of 6.16-second Hold of strength 2 versus players only; 90% decrease in Perception for 40 seconds versus critters only; 90% decrease in Perception for 40 seconds versus players only (this will suppress if the target is attacked; 5% decrease in To Hit chance for 40 seconds; 20% decrease to damage for 40 seconds.

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Trip Mine	35	Click	100%	0'	16.3	4	0	20	Target	0°	1	—

BOOSTS ALLOWED: Accuracy, Recharge, Endurance Discount, Damage, Knockback POWER HELP TEXT: You can place a Trip Mine on the ground. Any foes that pass near the Trip Mine will cause it to explode, severely damaging all nearby foes and sending them flying. The Trip Mine is almost impossible to detect, but it is fragile and may be set off by an enemy's explosion. Even if destroyed, the Trip Mine will detonate. Setting a mine is delicate work, and if you are interrupted, you will fail. Damage: Superior, Recharge: Slow EFFECTS: 112.7 Lethal damage when trap is activated; 56.38 Fire damage when trap is activated; 50% chance of 56.38 Lethal damage when trap is activated; 50% chance of 8' Knockback when trap is activated; 5% chance of dropping a toggle when trap is activated.

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Detonator	38	Click	100%	100'	32.5	0	2.03	600	Target	0°	1	—

BOOSTS ALLOWED: Accuracy, Recharge, Endurance Discount, Damage, Knockback, Range POWER HELP TEXT: A good Mastermind always plans ahead, but a great one knows when to make a strategic sacrifice. You have equipped all your henchmen with explosives. When the time is right, select a henchman and set off the Detonator. Undead and Robots are easily rigged and will blow up instantly, devastating nearby enemies. Ninjas, Soldiers, and other free-thinking henchmen will try to place the explosive on the ground and get away. But you know…the fuse is short. Recharge: Very Long EFFECTS: 76.1 Lethal damage; 63.4 Fire damage; 80% chance of 32' Knockback.

TRICK ARROW

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Entangling Arrow	0	Click	120%	80'	6.5	0	2.17	4	Target	0°	1	Ranged

BOOSTS ALLOWED: Accuracy, Recharge, Endurance Discount, Immobilize, Range POWER HELP TEXT: Upon impact, the Entangling Arrow releases a strong net that can Immobilize most targets. This non-lethal device deals no damage and does not prevent targets from attacking. The Entangling Arrow can bring down flying entities and halts jumping. Entangle Arrow has a fairly low Endurance cost and a bonus to its Accuracy. Recharge: Fast EFFECTS: 17.8-second Immobilize of strength 3 versus critters only; 11.9-second Immobilize of strength 3 versus players only (this will suppress for 15 seconds on affected targets); 100% Knockback resistance for 15 seconds; Flight is disabled for 15 seconds; Jumping is disabled for 15 seconds.

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Flash Arrow	2	Click	100%	80'	9.8	0	3.33	15	35'	360°	16	AoE

BOOSTS ALLOWED: Accuracy, Recharge, Endurance Discount, To Hit Debuff POWER HELP TEXT: This arrow explodes in a dazzling flash of light and sound. The targets are so blinded that they can hardly see a thing. Most foes will not be able to see past normal melee range, although some may have better Perception. If the foes are attacked, they will be alerted to your presence but will suffer a penalty to Accuracy. Recharge: Slow EFFECTS: 90% decrease to Perception radius for 60 seconds; 3.75% decrease in To Hit chance for 60 seconds.

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Glue Arrow	4	Click	100%	60'	9.8	0	2.67	60	Target	0°	1	AoE

BOOSTS ALLOWED: Recharge, Endurance Discount, Range, Slow POWER HELP TEXT: This arrow carries a cartridge of intensely sticky glue, which explodes on impact. The glue Slows the movement and attack rates of any foes in the area. Damage: Recharge: Slow EFFECTS: 90% decrease to Run Speed for 30 seconds to enemies within the area of effect; 20% decrease to Attack Speed for 30 seconds to enemies within the area of effect; Jumping is disabled for 30 seconds to enemies within the area of effect.

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Ice Arrow	10	Click	100%	80'	10.7	0	3.33	18	Target	0°	1	Ranged, Cold

BOOSTS ALLOWED: Accuracy, Recharge, Endurance Discount, Range, Hold, Slow POWER HELP TEXT: This arrow can freeze a single foe in a block of ice. The target is frozen solid, helpless, and can be attacked. More powerful foes may not be Held, but all affected targets will be Slowed. Recharge: Moderate
EFFECTS: 9.53-second Hold of 3 strength versus critters only; 7.15-second Hold of 3 strength versus players only (this will suppress for 15 seconds on affected targets); 10% decrease to Attack Speed for 10 seconds; 10% decrease to Movement Speed for 10 seconds; 100% resistance to Knockback for 10 seconds.ation rate for 15 seconds versus players only; 50.1 Energy damage versus electronic critters only; 90% decrease to caster recovery for 15 seconds.





TRICK ARROW CONT.

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Poison Gas Arrow	16	Click	100%	70'	13.0	0	2.67	45	25'	360°	16	AoE

BOOSTS ALLOWED: Recharge, Endurance Discount, Range, Sleep POWER HELP TEXT: This arrow carries a capsule cloud of poisonous gas, which explodes on impact and weakens all foes in its vicinity. Affected foes' damage potential will be severely reduced. Some foes will react badly to the poison and choke for a time, though they will react if attacked. Recharge: Slow EFFECTS: 50% chance of 7.15-second Sleep versus critters only; 50% chance of 4.7-second Sleep versus players only; 15% decrease to damage for 20 seconds.

Acid Arrow	20	Click	100%	80'	9.8	0	3.33	20	8'	360°	16	AoE

BOOSTS ALLOWED: Accuracy, Endurance Discount, Range, Recharge, Defense Buff, Damage POWER HELP TEXT: This arrow explodes in a small shower of acid on impact. This acid eats through armor, causing damage over time. It reduces the target's Defense as well as damage resistance. Damage: Minor, Recharge: Slow EFFECTS: 0.3 Toxic damage per second for 20 seconds; 15% decrease to damage resistance for 20 seconds; 15% decrease to Defense for 20 seconds.

Disruption Arrow	28	Click	100%	70'	18.2	0	2.67	60	Target	0°	1	—

BOOSTS ALLOWED: Endurance Discount, Range, Recharge POWER HELP TEXT: This arrow plants a sonic resonator at a target location. The vibrations of the resonator weaken the damage resistance of all nearby foes. Recharge: Long EFFECTS: Powers affect a 20' area for 30 seconds; 15% decrease to damage resistance for 5.25 seconds per 5 seconds.

Oil Slick Arrow	35	Click	100%	70'	19.5	0	2.67	180	Target	0°	1	—

BOOSTS ALLOWED: Recharge, Endurance Discount, Slow, Defense Buff, Damage POWER HELP TEXT: On impact, this arrow creates an oil slick that Slows foes in the area and may cause them to slip and fall. The oil slick is very flammable and may burst into flames if fire is used near it. Critters will attempt to leave the area of effect. Recharge: Long EFFECTS: Powers affect a 25' area for 30 seconds; 5% chance of Knockdown per .2 second while in the area of effect; 90% decrease to Run Speed while in the area of effect; 25% decrease to Defense while in the area of effect; Jumping is disabled while within the area of effect; may cause 3.38 Fire damage per .2 second for 15 seconds.

EMP Arrow	38	Click	100%	70'	29.3	0	3.33	300	35'	360°	16	AoE, Energy

BOOSTS ALLOWED: Accuracy, Recharge, Endurance Discount, Hold, Recovery POWER HELP TEXT: This arrow can unleash a massive pulse of electromagnetic energy on impact. This EMP can affect machines and is even powerful enough to affect synaptic brain patterns. It will incapacitate all foes in its radius. Additionally, most machines and robots will take moderate high damage. However, this power uses a lot of Endurance and leaves you unable to recover Endurance for a while. Recharge: Very Long EFFECTS: 17.88-second Hold of 3 strength versus critters only; 50% chance of 17.88-second Hold of 1 strength versus critters only; 11.92-second Hold of 3 strength versus players only (this will suppress for 15 seconds on affected targets); 50-point decrease to Endurance versus critters only; 16.67-point decrease to Endurance versus players only; 50% decrease in regeneration rate for 15 seconds versus critters only; 90% decrease in regeneration rate for 15 seconds versus players only; 50.1 Energy damage versus electronic critters only; 90% decrease to caster recovery for 15 seconds.

POWER SETS

PRIMARY POWERS

ASSAULT RIFLE

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Burst	1	Click	105%	90'	5.2	—	2.2	4	Target	0°	1	Ranged, Lethal
BOOSTS ALLOWED: Accuracy, Damage, Endurance Discount, Range, Debuff Defense, Recharge POWER HELP TEXT: This power quickly fires a Burst of rounds at a single target at very long range. Damage is average, but the fire rate is fast. It can also reduce the target's Defense. Damage: Moderate (DoT), Recharge: Fast EFFECTS: 11.26 Lethal damage every .3 second for .91 second; 11.26 Lethal damage every .3 second for .91 second bonus for Scourge versus critters only; 11.26 Lethal damage every .3 second for .91 second bonus for Scourge versus players only; 10% Defense decrease for 8 seconds.											
Slug	1	Click	105%	100'	8.53	—	1.87	8	Target	0°	1	Ranged, Lethal
BOOSTS ALLOWED: Accuracy, Damage, Endurance Discount, Knockback, Range, Recharge POWER HELP TEXT: This power fires a single Slug at a targeted foe. Firing a single Slug is slower than firing a Burst, but it deals more damage, has longer range, and can knock down foes. Damage: High, Recharge: Moderate EFFECTS: 68.4 Lethal damage; 68.4 Lethal damage bonus for Scourge versus critters only; 68.4 Lethal damage bonus for Scourge versus players only; 25% chance to Knockback versus critters only; 25% chance to Knockback versus players only (this will suppress for 10 seconds after affecting a target).											
Buckshot	2	Click	105%	40'	10.2	—	1.87	8	40'	30°	10	AoE, Lethal
BOOSTS ALLOWED: Accuracy, Damage, Endurance Discount, Knockback, Range, Recharge POWER HELP TEXT: Good at close range, this power fires a cone of Buckshot pellets and can knock some foes down. Damage: Moderate, Recharge: Moderate EFFECTS: 37.95 Lethal damage; 37.95 Lethal damage bonus for Scourge versus critters only; 37.95 Lethal damage bonus for Scourge versus players only; 50% chance to Knockback versus critters only; 50% chance to Knockback versus players only (this will suppress for 10 seconds after affecting a target).											
M30 Grenade	6	Click	105%	80'	15.2	—	1.87	16	15'	360°	16	AoE, Lethal, Smashing
BOOSTS ALLOWED: Accuracy, Damage, Endurance Discount, Range, Recharge POWER HELP TEXT: This power launches an M30 Grenade at long range from beneath the barrel of your assault rifle. This explosion affects all within the blast radius and can knock them back. Damage: Moderate, Recharge: Slow EFFECTS: 12.51 Smashing damage; 25.0 Lethal damage; 37.95 Lethal damage bonus for Scourge versus critters only; 37.95 Lethal damage bonus for Scourge versus players only; 50% chance for a Knockback of 16' versus critters only; 50% chance for a Knockback of 16' versus players only (this will suppress for 10 seconds after affecting a target).											
Beanbag	8	Click	105%	60'	10.2	—	1.87	20	Target	0°	1	Ranged, Smashing
BOOSTS ALLOWED: Accuracy, Damage, Endurance Discount, Range, Recharge, Disorient POWER HELP TEXT: You fire a single non-lethal Beanbag that can seriously Disorient a target. This power deals little damage and takes a long time to reload but renders most targets unable to attack for a good while. Damage: Minor, Recharge: Slow EFFECTS: 8.34 Lethal damage; 8.34 Lethal damage bonus for Scourge versus critters only; 8.34 Lethal damage bonus for Scourge versus players only; 11.1-second Disorient of 3 strength versus critters only; 7.45-second Disorient of 3 strength versus players only (this will suppress for 15 seconds on affected targets).											
Sniper Rifle	12	Click	125%	150'	14.4	3	1.87	12	Target	0°	1	Ranged, Lethal
BOOSTS ALLOWED: Accuracy, Damage, Endurance Discount, Knockback, Range, Recharge POWER HELP TEXT: The Sniper Rifle is a powerful piece of hardware. It is very accurate and has a very long range. The impressive round can knock down its target. As with most sniper attacks, you must take your time to aim, so this attack can be interrupted. Damage: Extreme, Recharge: Slow EFFECTS: 115.1 Lethal damage; 115.1 Lethal damage bonus for Scourge versus critters only; 115.1 Lethal damage bonus for Scourge versus players only; 50% chance for a Knockback of 16' versus critters only; 50% chance for a Knockback of 16' versus players only (this will suppress for 10 seconds after affecting a target).											
Flamethrower	18	Click	105%	40'	21.8	—	3.5	20	40'	45°	10	Ranged, Fire
BOOSTS ALLOWED: Accuracy, Damage, Endurance Discount, Range, Recharge POWER HELP TEXT: The Flamethrower spews forth a cone of flames from underneath the barrel of your assault rifle, setting foes on fire. It's very accurate and very deadly at medium range. Damage: Extreme (DoT), Recharge: Slow EFFECTS: 10.09 Fire damage per second for 6 seconds; 10.09 Fire damage per second for 6 seconds bonus for Scourge versus critters only; 10.09 Fire damage per second for 6 seconds bonus for Scourge versus players only.											
Ignite	26	Click	—	30'	5.2	—	4	3	4'	360°	1	—
BOOSTS ALLOWED: Accuracy, Damage, Endurance Discount, Range, Recharge POWER HELP TEXT: Ignite sprays a targeted location with accelerant from your flamethrower. Any foes that pass through the resulting flames will be burned. Ignite is great for blocking doorways and small passages. Critters will try to get out of the area of effect of this power. Damage: Moderate (DoT), Recharge: Fast EFFECTS: 5.63 Fire damage per .2 second for 10 seconds; 5.63 Fire damage per .2 second for 10 seconds bonus for Scourge versus critters only; 5.63 Fire damage per .2 second for 10 seconds bonus for Scourge versus players only.											
Full Auto	32	Click	135%	80'	15.6	—	6	60	80'	20°	10	Ranged, Lethal
BOOSTS ALLOWED: Accuracy, Damage, Endurance Discount, Knockback, Range, Recharge POWER HELP TEXT: Open up your assault rifle on Full Auto to lay down a massive spray of bullets at your target. Although it's very slow to reload, damage from this attack is massive, shredding all targets within the narrow cone of effect. There's a chance you may land a lucky shot for extra damage. Damage: Superior (DoT), Recharge: Slow EFFECTS: 6.75 Lethal damage every .3 second for 5 seconds; 6.75 Lethal damage every .3 second for 5 seconds bonus for Scourge versus critters only; 6.75 Lethal damage every .3 second for 5 seconds bonus for Scourge versus players only; 10% chance of 115.1 Lethal damage at the end of the 5 seconds as a critical effect.											





DARK BLAST

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Dark Blast	1	Click	100%	80'	5.2	0	1	4	Target	0°	1	Ranged, Negative Energy

BOOSTS ALLOWED: Accuracy, Damage, Recharge, Endurance Discount, Range, To Hit Debuff POWER HELP TEXT: A long-range blast of dark energy, this power deals moderate Negative Energy damage and reduces the target's Accuracy. Damage: Moderate, Recharge: Fast EFFECTS: 41.7 Negative Energy damage; 41.7 Negative Energy damage bonus for Scourge versus critters only; 41.7 Negative Energy damage bonus for Scourge versus players only; 7.5% To Hit decrease for 6 seconds.

Gloom	1	Click	100%	80'	8.5	0	1.1	8	Target	0°	1	Ranged, Negative Energy

BOOSTS ALLOWED: Accuracy, Damage, Recharge, Endurance Discount, Range, To Hit Debuff POWER HELP TEXT: Gloom slowly drains a target of life and reduces Accuracy. Slower than Dark Blast, it deals more damage over time. Damage: High (DoT), Recharge: Moderate EFFECTS: 9.18 Negative Energy damage per .5 second for 3.6 seconds; 9.18 Negative Energy damage per .5 second for 3.6 seconds bonus for Scourge versus critters only; 9.18 Negative Energy damage per .5 second for 3.6 seconds bonus for Scourge versus players only; 7.5% To Hit decrease for 10 seconds.

Moonbeam	2	Click	120%	175'	14.4	3	1.33	12	Target	0°	1	Ranged, Negative Energy

BOOSTS ALLOWED: Accuracy, Damage, Recharge, Endurance Discount, Range, To Hit Debuff, Interrupt POWER HELP TEXT: This extremely long-range and accurate beam of Negative Energy deals tremendous damage and reduces the target's Accuracy. This is a sniper attack, and like most sniper attacks, it's best fired from a distance as it can be interrupted. Damage: Extreme, Recharge: Slow EFFECTS: 115.1 Negative Energy damage; 115.1 Negative Energy damage bonus for Scourge versus critters only; 115.1 Negative Energy damage bonus for Scourge versus players only; 7.5% To Hit decrease for 10 seconds.

Dark Pit	6	Click	80%	70'	13.0	0	1.07	60	20'	360°	10	AoE, Negative Energy

BOOSTS ALLOWED: Accuracy, Recharge, Endurance Discount, Range, Disorient POWER HELP TEXT: This power envelops a targeted foe and any nearby enemies in a pit of Negative Energy. The attack deals no damage but Disorients all affected foes for a good while. Recharge: Slow EFFECTS: 8.94-second Disorient of 2 strength versus critters only; 6.7-second Disorient of 2 strength versus players only (this will suppress for 15 seconds on affected targets).

Tenebrous Tentacles	8	Click	100%	40'	10.2	0	1.67	10	40'	40°	10	AoE, Negative Energy, Smashing

BOOSTS ALLOWED: Accuracy, Damage, Recharge, Endurance Discount, To Hit Debuff, Immobilize, Range POWER HELP TEXT: You can create a cone-shaped rift to the Netherworld that allows its native creatures to slip their oily tentacles into our reality. These creatures will snare all foes within range. Immobilizing them while the tentacles drain their life and reduce their Accuracy. Damage: Moderate (DoT), Recharge: Slow EFFECTS: 4.1 Smashing damage per second for 7.1 seconds after a 1-second delay; 5.6 Negative Energy damage; 4.1 Smashing damage bonus for Scourge versus critters only; 5.6 Negative Energy damage bonus for Scourge versus critters only; 4.1 Smashing damage bonus for Scourge versus players only; 5.6 Negative Energy damage bonus for Scourge versus players only; 7.5% To Hit decrease for 8 seconds; 17.88-second Immobilize of 2 strength versus critters only; 11.92-second Immobilize of 2 strength versus players only (this will suppress for 15 seconds on affected targets).

Night Fall	12	Click	100%	60'	13.1	0	2	10	60'	20°	10	AoE, Negative Energy

BOOSTS ALLOWED: Accuracy, Damage, Recharge, Endurance Discount, To Hit Debuff, Range POWER HELP TEXT: Night Fall unleashes a cone-shaped burst of particles from the Netherworld. All targets within the modest range of this power take Negative Energy damage and have reduced Accuracy. Damage: Moderate (DoT), Recharge: Slow EFFECTS: 4.58 Negative Energy damage per .3 second for 2.8 seconds; 4.58 Negative Energy damage per .3 second for 2.8 seconds bonus for Scourge versus critters only; 4.58 Negative Energy damage per .3 second for 2.8 seconds bonus for Scourge versus players only; 7.5% To Hit decrease for 10 seconds.

Torrent	18	Click	100%	80'	14.4	0	1.03	15	80'	30°	10	AoE, Negative Energy, Smashing

BOOSTS ALLOWED: Accuracy, Damage, Recharge, Endurance Discount, To Hit Debuff, Knockback, Range POWER HELP TEXT: You summon a wave of mire that sweeps away foes within its arc. The attack deals minimal Negative Energy damage but sends foes flying and reduces their Accuracy. Damage: Minor Recharge: Slow EFFECTS: 16.68 Smashing damage; 16.68 Smashing damage bonus for Scourge versus critters only; 16.68 Smashing damage bonus for Scourge versus players only; Knockback 40'; 7.5% To Hit decrease for 10 seconds.

Life Drain	26	Click	100%	60'	12.0	0	1.93	15	Target	0°	1	Ranged, Negative Energy

BOOSTS ALLOWED: Accuracy, Damage, Recharge, Endurance Discount, Range, To Hit Debuff, Heal POWER HELP TEXT: You can tap the power of the Netherworld to steal some life from and reduce the Accuracy of a foe. Some of that stolen life is transferred to you in the form of Hit Points. Damage: Moderate Recharge: Slow EFFECTS: 41.7 Negative Energy damage; 41.7 Negative Energy damage bonus for Scourge versus critters only; 41.7 Negative Energy damage bonus for Scourge versus players only; 7.5% To Hit decrease for 6 seconds; 107 Heal for self.

Blackstar	32	Click	140%	0'	20.8	0	3	360	25'	0°	16	AoE, Smashing, Negative Energy

BOOSTS ALLOWED: Accuracy, Damage, Recharge, Endurance Discount, To Hit Debuff POWER HELP TEXT: You can unleash a devastating blast of Negative Energy around yourself, dealing massive damage and severely reducing affected foes' Accuracy. This power leaves you drained of Endurance and unable to recover Endurance for a while. Damage: Extreme, Recharge: Very Long EFFECTS: 41.7 Smashing damage; 83.41 Negative Energy damage; 75% chance of 83.41 Negative Energy damage; 50% chance of 83.41 Negative Energy damage; 41.7 Negative Energy damage bonus for Scourge versus critters only; 41.7 Negative Energy damage bonus for Scourge versus players only; 50% To Hit decrease for 20 seconds; 90% self recovery decrease for 20 seconds; 100% self Endurance Drain.

ENERGY BLAST

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Power Bolt	0	Click	—	80'	5.2	0	2	4	Target	0°	1	Ranged, Smashing, Energy

BOOSTS ALLOWED: Accuracy, Damage, Endurance Discount, Range, Knockback, Recharge POWER HELP TEXT: This quick attack rapidly hurls small bolts of energy at foes, sometimes knocking them down. It's fast but does little damage. Damage: Minor, Recharge: Fast EFFECTS: 8.3 Smashing damage; 33.36 Energy damage; 41.7 Energy damage bonus for Scourge versus critters only; 41.7 Energy damage bonus for Scourge versus players only; 20% chance to Knockback versus critters only; 20% chance to Knockback versus players only (this will suppress for 10 seconds after affecting a target).

Power Blast	0	Click	—	80'	8.5	0	1.67	8	Target	0°	1	Ranged, Smashing, Energy

BOOSTS ALLOWED: Accuracy, Damage, Recharge, Endurance Discount, Range, Knockback POWER HELP TEXT: A much more powerful yet slower version of Power Bolt, Power Blast sends a focused beam of energy that can knock a foe back. Damage: Moderate, Recharge: Moderate EFFECTS: 26.7 Smashing damage; 41.7 Energy damage; 68.4 Energy damage bonus for Scourge versus critters only; 68.4 Energy damage bonus for Scourge versus players only; 30% chance for a Knockback of 8' versus critters only; 30% chance for a Knockback of 8' versus players only (this will suppress for 10 seconds after affecting a target).

ENERGY BLAST CONT.

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Energy Torrent	2	Click	—	40'	11.9	0	1.07	12	40'	45°	10	AoE, Smashing, Energy

BOOSTS ALLOWED: Accuracy, Damage, Recharge, Endurance Discount, Knockback, Range POWER HELP TEXT: Energy Torrent unleashes a cone of powerful energy that can smash foes and possibly send them flying. Damage: Moderate, Recharge: Slow EFFECTS: 12.51 Smashing damage; 27.52 Energy damage; 40.03 Energy damage bonus for Scourge versus critters only; 40.03 Energy damage bonus for Scourge versus players only; 60% chance for a Knockback of 24' versus critters only; 60% chance for a Knockback of 24' versus players only (this will suppress for 10 seconds after affecting a target).

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Power Burst	6	Click	—	20'	10.4	0	2	10	Target	0°	1	Ranged, Smashing, Energy

BOOSTS ALLOWED: Accuracy, Damage, Recharge, Endurance Discount, Range, Knockback POWER HELP TEXT: A short-range but devastating attack, Power Burst unleashes a massive amount of energy, dealing very high damage at short distances. The impact from this burst often knocks back foes. Damage: High, Recharge: Slow EFFECTS: 41.7 Smashing damage; 46.71 Energy damage; 88.42 Energy damage bonus for Scourge versus critters only; 88.42 Energy damage bonus for Scourge versus players only; 60% chance for a Knockback of 16' versus critters only; 60% chance for a Knockback of 16' versus players only (this will suppress for 10 seconds after affecting a target).

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Sniper Blast	8	Click	—	150'	14.4	3	1.33	12	Target	0°	1	Ranged, Smashing, Energy

BOOSTS ALLOWED: Accuracy, Damage, Recharge, Endurance Discount, Range, Knockback, Interrupt POWER HELP TEXT: This is a focused blast that can travel great distances with high Accuracy. It's a sniper attack, best fired from a distance, because it can be interrupted. Sniper Blast may knock targets backward. Damage: Superior, Recharge: Slow EFFECTS: 31.6 Smashing damage; 83.41 Energy damage; 115.1 Energy damage bonus for Scourge versus critters only; 115.1 Energy damage bonus for Scourge versus players only; 50% chance for a Knockback versus critters only; 50% chance to Knockback versus players only (this will suppress for 10 seconds after affecting a target).

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Aim	12	Click	—	0'	5.2	0	1.17	90	Target	0°	1	—

BOOSTS ALLOWED: Endurance Discount, Recharge, To Hit Buff POWER HELP TEXT: Aim greatly increases the Accuracy of your attacks for a few seconds and slightly increases damage. Recharge: Long EFFECTS: 42.5% To Hit increase for 10 seconds; 42.5% damage increase for 10 seconds.

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Power Push	18	Click	—	70'	8.5	0	1.1	8	Target	0°	1	Ranged, Smashing, Energy

BOOSTS ALLOWED: Accuracy, Damage, Recharge, Endurance Discount, Range, Knockback POWER HELP TEXT: This ranged attack deals little damage but sends the target flying for a great distance. Damage: Minor, Recharge: Moderate EFFECTS: 20.85 Smashing damage; 8.34 Energy damage; 16.68 Energy damage bonus for Scourge versus critters only; 16.68 Energy damage bonus for Scourge versus players only; Knockback 40' versus critters only; Knockback 40' versus players only (this will suppress for 10 seconds after affecting a target).

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Explosive Blast	26	Click	—	80'	15.2	0	1.67	16	15'	360°	16	AoE, Smashing, Energy

BOOSTS ALLOWED: Accuracy, Damage, Recharge, Endurance Discount, Range, Knockback POWER HELP TEXT: You hurl a blast of charged energy that violently explodes on impact, damaging all foes near the target. Explosive Blast may knock targets backwards. Damage: Moderate, Recharge: Slow EFFECTS: 8.34 Smashing damage; 16.68 Energy damage; 37.54 Energy damage bonus for Scourge versus critters only; 37.54 Energy damage bonus for Scourge versus players only; 50% chance for a Knockback of 16' versus critters only; 50% chance for a Knockback of 16' versus players only (this will suppress for 10 seconds after affecting a target).

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Nova	32	Click	—	0'	20.8	0	3	360	25'	360°	16	AoE, Smashing, Energy

BOOSTS ALLOWED: Accuracy, Damage, Recharge, Endurance Discount, Knockback POWER HELP TEXT: You can explode in a tremendous blast of energy, sending nearby foes flying. The Nova deals massive damage to all nearby foes, although the damage does vary. Activating this power leaves you drained of Endurance and unable to recover any Endurance for a while. Damage: Extreme, Recharge: Very Long EFFECTS: 41.7 Smashing damage; 83.41 Energy damage; 75% chance of 83.41 Energy damage; 50% chance of 83.41 Energy damage; 41.7 Energy damage bonus for Scourge versus critters only; 41.7 Energy damage bonus for Scourge versus players only; Knockback 80'; 90% self recovery decrease for 20 seconds; 100% self Endurance Drain.

FIRE BLAST

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Flares	0	Click	—	60'	3.7	0	2.17	2.18	Target	0°	1	Ranged, Fire

BOOSTS ALLOWED: Accuracy, Damage, Endurance Discount, Range, Recharge POWER HELP TEXT: This quick attack throws flares at the target; it does little damage but is very fast. Damage: Minor, Recharge: Very fast EFFECTS: 29.61 Fire damage; 8.34 Fire damage after a .5-second pause; 29.61 Fire damage bonus for Scourge versus critters only; 29.61 Fire damage bonus for Scourge versus players only.

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Fire Blast	0	Click	—	80'	5.2	0	1.2	4	Target	0°	1	Ranged, Fire

BOOSTS ALLOWED: Accuracy, Damage, Recharge, Endurance Discount, Range POWER HELP TEXT: This power sends Fire Blast at a foe and sets the target on fire for a short period of time. It has a slower recharge rate than Flares but does more damage. Damage: Moderate, Recharge: Fast EFFECTS: 41.7 Fire damage; 80% chance of 4.17 Fire damage per second for 3 seconds after a .5-second pause; 41.7 Fire damage bonus for Scourge versus critters only; 41.7 Fire damage bonus for Scourge versus players only.

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Fire Ball	2	Click	—	80'	15.2	0	1	16	15'	360°	16	AoE, Fire

BOOSTS ALLOWED: Accuracy, Damage, Recharge, Endurance Discount, Range POWER HELP TEXT: You hurl an exploding Fire Ball that consumes a targeted foe and all nearby enemies. Anyone in that explosion is burned and set ablaze. Damage: Moderate, Recharge: Slow EFFECTS: 8.34 Smashing damage; 29.19 Fire damage; 80% chance of 4.17 Fire damage per second for 2 seconds after a .5-second pause; 37.53 Fire damage bonus for Scourge versus critters only; 37.53 Fire damage bonus for Scourge versus players only.

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Rain of Fire	6	Click	—	60'	26.0	0	2.03	60	25'	360°	1	—

BOOSTS ALLOWED: Accuracy, Recharge, Endurance Discount, Range, Damage POWER HELP TEXT: You can summon a Rain of Fire over a targeted location, burning foes within a large area. Critters will try to get out of the area of effect of this power. Damage: Moderate (DoT), Recharge: Long EFFECTS: 40% movement speed decrease while in the area of effect; 12.51 Fire damage per .2 second for 15 seconds; 25.02 Fire damage bonus for Scourge versus critters only; 25.02 Fire damage bonus for Scourge versus players only.





FIRE BLAST CONT.

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Fire Breath	8	Click	—	40'	15.2	0	2.67	16	40'	30°	10	AoE, Fire
BOOSTS ALLOWED: Accuracy, Damage, Recharge, Endurance Discount, Range POWER HELP TEXT: You can breathe forth a torrent of fire that burns all foes within its narrow cone. This is very accurate and very deadly at medium range. Damage: Moderate (DoT), Recharge: Slow EFFECTS: 24.39 Fire damage per second for 2 seconds after a 1-second pause; 24.39 Fire damage per second for 2 seconds bonus for Scourge versus critters only after a 1-second pause ; 24.39 Fire damage per second for 2 seconds bonus for Scourge versus players only after a 1-second pause.											
Aim	12	Click	—	0'	5.2	0	1.17	90	Target	0°	1	—
BOOSTS ALLOWED: Endurance Discount, Recharge, To Hit Buff POWER HELP TEXT: Aim greatly increases the Accuracy of your attacks for a few seconds and slightly increases damage. Recharge: Long EFFECTS: 42.5% To Hit increase for 10 seconds; 42.5% damage increase for 10 seconds.												
Blaze	18	Click	—	20'	10.4	0	1	10	Target	0°	1	Ranged, Fire
BOOSTS ALLOWED: Accuracy, Damage, Recharge, Endurance Discount, Range POWER HELP TEXT: Blaze is a short-range but devastating flame attack. Damage: High, Recharge: Slow EFFECTS: 88.42 Fire damage; 80% chance of 6.25 Fire damage per second for 4.1 seconds after a .5-second pause; 88.42 Fire damage bonus for Scourge versus critters only; 88.42 Fire damage bonus for Scourge versus players only.												
Blazing Bolt	26	Click	—	150'	14.4	3	1.67	12	Target	0°	1	Ranged, Fire
BOOSTS ALLOWED: Accuracy, Damage, Recharge, Endurance Discount, Range, Interrupt POWER HELP TEXT: This long-range beam of fire blasts your foes. Like most sniper attacks, this power has a bonus to Accuracy but is best fired from a distance because it can be interrupted. Damage: Extreme, Recharge: Slow EFFECTS: 115.1 Fire damage; 80% chance of 6.25 Fire damage per second for 3.1 seconds after a .5-second pause; 115.1 Fire damage bonus for Scourge versus critters only; 115.1 Fire damage bonus for Scourge versus players only.												
Inferno	32	Click	—	0'	20.8	0	3	360	25'	360°	16	AoE, Fire
BOOSTS ALLOWED: Accuracy, Damage, Recharge, Endurance Discount POWER HELP TEXT: Inferno unleashes a massive fiery explosion to devastate all nearby enemies and set them ablaze. It deals massive damage to all nearby foes although the damage does vary. Activating this power leaves you drained of Endurance and unable to recover Endurance for a while. Damage: Extreme, Recharge: Very Long EFFECTS: 41.7 Smashing damage; 83.41 Fire damage; 75% chance of 83.41 Fire damage; 50% chance of 83.41 Fire damage; 41.7 Fire damage bonus for Scourge versus critters only; 41.7 Fire damage bonus for Scourge versus players only; 99% chance of 8.34 Fire damage per second for 8.1 seconds after a .5-second pause; 90% self recovery decrease for 20 seconds; 100% self Endurance Drain.												

ICE BLAST

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Ice Bolt	0	Click	—	80'	5.2	0	1.17	4	Target	0°	1	Ranged, Smashing, Cold
BOOSTS ALLOWED: Accuracy, Damage, Recharge, Endurance Discount, Range, Slow POWER HELP TEXT: Ice Bolt quickly pelts an enemy with small icy daggers; their chill Slows a foe's attacks and movement for a time. It's fast but does little damage. Damage: Minor, Recharge: Fast EFFECTS: 8.3 Smashing damage; 33.36 Cold damage; 41.7 Cold damage bonus for Scourge versus critters only; 41.7 Cold damage bonus for Scourge versus players only; 20% decrease in attack speed for 6 seconds; 20% decrease in movement speed for 6 seconds.												
Ice Blast	0	Click	—	80'	8.5	0	1	8	Target	0°	1	Ranged, Smashing, Cold
BOOSTS ALLOWED: Accuracy, Damage, Recharge, Endurance Discount, Range, Slow POWER HELP TEXT: Ice Blast hurls shards of ice at foes and Slows their attacks and movement for a time. It has a slower recharge time than Ice Bolt but does more damage. Damage: Moderate, Recharge: Moderate EFFECTS: 26.69 Smashing damage; 41.7 Cold damage; 68.4 Cold damage bonus for Scourge versus critters only; 68.4 Cold damage bonus for Scourge versus players only; 20% decrease in attack speed for 10 seconds; 20% decrease in movement speed for 10 seconds.												
Frost Breath	2	Click	—	40'	15.2	0	2.67	16	40'	30°	10	AoE, Cold
BOOSTS ALLOWED: Accuracy, Damage, Recharge, Endurance Discount, Range, Slow POWER HELP TEXT: This power unleashes a cone of frosty breath that can Slow your opponents' movement and attacks. It's very accurate and very deadly at medium range. Damage: Moderate (DoT), Recharge: Slow EFFECTS: 24.39 Cold damage per second for .6 second after a .5-second pause; 24.39 Cold damage per second for .6 second bonus for Scourge versus critters only after a .5-second pause; 24.39 Cold damage per second for .6 second bonus for Scourge versus players only after a .5-second pause; 20% decrease in attack speed for 10 seconds; 20% decrease in movement speed for 10 seconds.												
Aim	6	Click	—	0'	5.2	0	1.17	90	Target	0°	1	—
BOOSTS ALLOWED: Endurance Discount, Recharge, To Hit Buff POWER HELP TEXT: Aim greatly increases the Accuracy of your attacks for a few seconds and slightly increases damage. Recharge: Long EFFECTS: 42.5% To Hit increase for 10 seconds; 42.5% damage increase for 10 seconds.												
Freeze Ray	8	Click	—	60'	6.9	0	1	10	Target	0°	1	Ranged, Cold
BOOSTS ALLOWED: Accuracy, Damage, Recharge, Endurance Discount, Range, Hold POWER HELP TEXT: Although this power deals very little damage, the Freeze Ray encases your foe in a block of ice, Holding him or her helpless in place for a while. Damage: Minor, Recharge: Moderate EFFECTS: 4.1 Cold damage; 4.1 Cold damage bonus for Scourge versus critters only; 4.1 Cold damage bonus for Scourge versus players only; 20% decrease in attack speed for 6 seconds; 20% decrease in movement speed for 6 seconds; 9.53-second Hold of 3 strength versus critters only; 7.15-second Hold of 3 strength versus players only (this will suppress for 15 seconds on affected targets).												
Ice Storm	12	Click	—	60'	15.6	0	2.03	60	Target	0°	1	—
BOOSTS ALLOWED: Accuracy, Recharge, Endurance Discount, Range, Damage, Slow POWER HELP TEXT: Shred your foes with this Ice Storm. This power deals a lot of damage in a large area and can Slow all affected targets' movement and attack speed. Critters will try to get out of the area of effect of this power. Damage: Minor (DoT), Recharge: Long EFFECTS: 5.83 Lethal damage per .2 second for 15 seconds; 5.83 Cold damage per .2 second for 15 seconds; 11.67 Cold damage bonus for Scourge versus critters only; 11.67 Cold damage bonus for Scourge versus players only; 10% decrease in attack speed for 6 seconds; 40% decrease in movement speed for 6 seconds.												

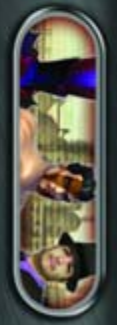
ICE BLAST CONT.

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Bitter Ice Blast	18	Click	—	50'	13.0	0	1.07	12	Target	0°	1	Ranged, Smashing, Cold
BOOSTS ALLOWED: Accuracy, Damage, Recharge, Endurance Discount, Range, To Hit Debuff, Slow POWER HELP TEXT: A slower yet more powerful version of Ice Blast, Bitter Ice Blast deals much more damage and can also reduce your enemy's Accuracy. Like other Ice Blast powers, Bitter Ice Blast can Slow a target's movement and attack speed. Damage: Superior, Recharge: Slow EFFECTS: 41.7 Lethal damage; 53.38 Cold damage; 95.09 Cold damage bonus for Scourge versus critters only; 95.09 Cold damage bonus for Scourge versus players only; 20% decrease in attack speed for 12 seconds; 20% decrease in movement speed for 12 seconds; 10% decrease in To Hit for 6 seconds.											
Bitter Freeze Ray	26	Click	—	80'	15.2	0	3.7	20	Target	0°	1	Ranged, Cold
BOOSTS ALLOWED: Accuracy, Damage, Recharge, Endurance Discount, Range, Hold, Slow POWER HELP TEXT: This power can Hold your opponent frozen solid in a block of ice. The victim can be attacked and will remain frozen and helpless. After the ice thaws, the victim emerges chilled and Slowed. Bitter Freeze Ray deals medium damage. Damage: Moderate, Recharge: Slow EFFECTS: 55.05 Cold damage; 55.05 Cold damage bonus for Scourge versus critters only; 55.05 Cold damage bonus for Scourge versus players only; 20% decrease in attack speed for 18 seconds; 20% decrease in movement speed for 18 seconds; 9.53-second Hold of 3 strength versus critters only; 7.15-second Hold of 3 strength versus players only (this will suppress for 15 seconds on affected targets); 100% protection from Knockback and Knockup for 10 seconds.											
Blizzard	32	Click	—	60'	20.8	0	2.03	360	Target	0°	1	—
BOOSTS ALLOWED: Accuracy, Recharge, Endurance Discount, Range, Damage, Slow, To Hit Debuff POWER HELP TEXT: The massive damage from the Blizzard can Slow the attack rate of all your opponents in a large area, reducing their Accuracy and possibly knocking them back. Activating this power leaves you drained of Endurance and unable to recover any Endurance for a while. Damage: Extreme (DoT), Recharge: Very Long EFFECTS: 2.5 Lethal damage per .2 second for 15 seconds; 2.5 Cold damage per .2 second for 15 seconds; 5 Cold damage bonus for Scourge versus critters only; 5 Cold damage bonus for Scourge versus players only; 50% decrease in attack speed for 12 seconds; 50% decrease in movement speed for 12 seconds; 8% chance per .2 second for a Knockback versus critters only; 6% chance per .2 second for a Knockback versus players only; 90% self recovery decrease for 20 seconds; 100% self Endurance Drain.											

RADIATION BLAST

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Neutrino Bolt	0	Click	—	80'	3.1	0	1	1.5	Target	0°	1	Ranged, Energy
BOOSTS ALLOWED: Accuracy, Damage, Endurance Discount, Range, Defense Debuff, Recharge POWER HELP TEXT: A very quick but low-damage attack, Neutrino Blast can reduce the target's Defense. Damage: Minor, Recharge: Very Fast EFFECTS: 25.02 Energy damage; 25.02 Energy damage bonus for Scourge versus critters only; 25.02 Energy damage bonus for Scourge versus players only; 10% decrease to Defense for 3 seconds.												
X-Ray Beam	0	Click	—	80'	5.2	0	1.67	4	Target	0°	1	Ranged, Energy
BOOSTS ALLOWED: Accuracy, Damage, Endurance Discount, Range, Defense Debuff, Recharge POWER HELP TEXT: You can emit a beam of X-ray energy from your eyes, dealing moderate Energy damage. This attack can bypass some defenses and can reduce the target's Defense. Damage: Moderate, Recharge: Fast EFFECTS: 41.7 Energy damage; 41.7 Energy damage bonus for Scourge versus critters only; 41.7 Energy damage bonus for Scourge versus players only; 20% decrease to Defense for 6 seconds.												
Irradiate	2	Click	—	0'	18.5	0	1.07	20	20'	360°	16	AoE, Energy
BOOSTS ALLOWED: Accuracy, Damage, Recharge, Endurance Discount, Defense Debuff POWER HELP TEXT: You can emit lethal amounts of radiation in all directions, damaging all nearby foes for a short time. Like other radiation attacks, this power can bypass some of a target's defenses. Irradiate severely reduces the target's Defense. Damage: Moderate (DoT), Recharge: Slow EFFECTS: 4.17 Energy damage per .5 second for 4.6 seconds; 4.17 Energy damage bonus per .5 second for 4.6 for Scourge versus critters only; 4.17 Energy damage bonus per .5 second for 4.6 for Scourge versus players only; 30% decrease to Defense for 10 seconds.												
Electron Haze	6	Click	—	40'	15.2	0	2.37	16	40'	30°	10	AoE, Energy
BOOSTS ALLOWED: Accuracy, Damage, Recharge, Endurance Discount, Knockback, Range, Defense Debuff POWER HELP TEXT: A short-range conical blast of free electrons, this attack reduce the target's Defense. It can also knock some targets down. Damage: Moderate, Recharge: Slow EFFECTS: 56.3 Energy damage; 56.3 Energy damage bonus for Scourge versus critters only; 56.3 Energy damage bonus for Scourge versus players only; 20% decrease to Defense for 8 seconds; 25% chance for a Knockback of 8' versus critters.												
Proton Volley	8	Click	—	150'	14.4	3	1.33	12	Target	0°	1	Ranged, Energy
BOOSTS ALLOWED: Accuracy, Damage, Range, Endurance Discount, Recharge, Defense Debuff, Interrupt POWER HELP TEXT: This power hurls a volley of alpha particles over an extremely long range. Proton Volley can bypass some of a target's defenses and reduce the target's Defense. This is a sniper attack, best fired from a distance to avoid being interrupted. Damage: Superior, Recharge: Slow EFFECTS: 29.19 Energy damage per .5 second for 1.6 seconds; 29.19 Energy damage bonus per .5 second for 1.6 for Scourge versus critters only; 29.19 Energy damage bonus per .5 second for 1.6 for Scourge versus players only; 30% decrease to Defense for 12 seconds.												
Aim	12	Click	—	0'	5.2	0	1.17	90	Target	0°	1	—
BOOSTS ALLOWED: Recharge, Endurance Discount, To Hit Buff POWER HELP TEXT: Aim greatly increases the Accuracy of your attacks for a few seconds and slightly increases damage. Recharge: Long EFFECTS: 42.5% To Hit increase for 10 seconds; 42.5% damage increase for 10 seconds.												
Cosmic Burst	18	Click	—	20'	10.4	0	2.07	10	Target	0°	1	Ranged, Energy
BOOSTS ALLOWED: Accuracy, Damage, Recharge, Endurance Discount, Range, Disorient, Defense Debuff POWER HELP TEXT: Cosmic Burst smashes the target with cosmic particles. The attack is very short range, but the damage is devastating and can leave most targets Disoriented and with reduced Defense. Damage: Extreme, Recharge: Slow EFFECTS: 88.42 Energy damage; 88.42 Energy damage bonus for Scourge versus critters only; 88.42 Energy damage bonus for Scourge versus players only; 30% decrease to Defense for 12 seconds; 8.94-second Disorient of 3 strength versus critters only; 5.96-second Disorient of 3 strength versus players only (this will suppress for 15 seconds on affected targets).												





RADIATION BLAST CONT.

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Neutron Bomb	26	Click	—	80'	15.2	0	1.67	16	15'	360°	16	AoE, Energy

BOOSTS ALLOWED: Accuracy, Damage, Recharge, Endurance Discount, Range, Defense Debuff POWER HELP TEXT: This devastating attack lobs an explosive sphere of deadly radiation, damaging the target and all nearby foes. Neutron Bomb can bypass some of a target's defenses and reduce the target's Defense. Damage: Moderate, Recharge: Slow EFFECTS: 37.53 Energy damage; 37.53 Energy damage bonus for Scourge versus critters only; 37.53 Energy damage bonus for Scourge versus players only; 20% decrease to Defense for 16 seconds.

Atomic Blast	32	Click	—	0'	20.8	0	2.93	360	25'	360°	16	AoE, Energy

BOOSTS ALLOWED: Accuracy, Damage, Recharge, Endurance Discount, Defense Debuff POWER HELP TEXT: This attack taps most of your stored energy to deal a devastating Atomic Blast. Any foes left standing will have their Defense greatly reduced and may be left helplessly chocking on toxic vapors. Activating this power leaves you drained of Endurance and unable to recover any Endurance for a while. Damage: Extreme, Recharge: Very Long EFFECTS: 41.7 Smashing damage; 83.41 Fire damage; 75% chance of 83.41 Fire damage; 50% chance of 83.41 Fire damage; 41.7 Fire damage bonus for Scourge versus critters only; 41.7 Fire damage bonus for Scourge versus players only; 40% decrease to Defense for 20 seconds; 11.17-second Hold of 3 strength versus critters only; 7.45-second Hold of 3 strength versus players only (this will suppress for 15 seconds on affected targets); 90% self recovery decrease for 20 seconds; 100% self Endurance Drain.

SONIC ATTACK

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Shriek	—	Click	—	80'	6.2	0	1.33	3	Target	0°	1	Ranged, Smashing, Energy

BOOSTS ALLOWED: Accuracy, Damage, Recharge, Endurance Discount, Range POWER HELP TEXT: You let forth a quick Shriek, causing damage and weakening your target's damage resistance. Damage: Minor, Recharge: Fast EFFECTS: 20.85 Smashing damage; 20.85 Energy damage; 41.7 Energy damage bonus for Scourge versus critters only; 41.7 Energy damage bonus for Scourge versus players only; 20% decrease to damage resistance for 5 seconds.

Scream	—	Click	—	80'	6.9	0	1.67	6	Target	0°	1	Ranged, Smashing, Energy

BOOSTS ALLOWED: Accuracy, Damage, Recharge, Endurance Discount, Range POWER HELP TEXT: Your Scream can cause serious damage to a target while weakening resistance to further damage. Damage: Moderate (DoT), Recharge: Moderate EFFECTS: 5.83 Smashing damage per .25 second for 1.05 seconds; 5.83 Energy damage per .25 second for 1.05 seconds; 11.67 Energy damage bonus per .25 second for 1.05 for Scourge versus critters only; 11.67 Energy damage bonus per .25 second for 1.05 for Scourge versus players only; 20% decrease to damage resistance for 7 seconds.

Howl	—	Click	—	50'	10.4	0	2.33	10	50'	30°	10	AoE, Smashing, Energy

BOOSTS ALLOWED: Accuracy, Damage, Recharge, Endurance Discount, Range POWER HELP TEXT: This is a short-range but powerful sonic attack. Damage: Medium, Recharge: Slow EFFECTS: 20.85 Smashing damage; 20.85 Energy damage; 41.7 Energy damage bonus for Scourge versus critters only; 41.7 Energy damage bonus for Scourge versus players only; 20% decrease to damage resistance for 8 seconds.

Shockwave	—	Click	—	50'	11.9	0	2.17	8	50'	30°	10	AoE, Smashing, Energy

BOOSTS ALLOWED: Accuracy, Endurance Discount, Recharge, Damage, Knockback, Range POWER HELP TEXT: You can call forth a tremendous Shockwave that can knock down foes and deal some Smashing damage in a wide cone area. Damage: Minor, Recharge: Moderate EFFECTS: 13.34 Smashing damage; 13.34 Energy damage; 26.69 Energy damage bonus for Scourge versus critters only; 26.69 Energy damage bonus for Scourge versus players only; Knockback 24' versus critters only; Knockback 24' versus players only (this will suppress for 10 seconds after affecting a target).

Shout	—	Click	—	20'	11.9	0	2.67	10	Target	0°	1	Ranged, Smashing, Energy

BOOSTS ALLOWED: Accuracy, Damage, Recharge, Endurance Discount, Range POWER HELP TEXT: You blast your foe with a tremendous Shout, causing damage and reducing damage resistance. Damage: High, Recharge: Moderate EFFECTS: 44.21 Smashing damage; 44.21 Energy damage; 88.42 Energy damage bonus for Scourge versus critters only; 88.42 Energy damage bonus for Scourge versus players only; 20% decrease to damage resistance for 10 seconds.

Amplify	—	Click	—	0'	5.2	0	1.17	90	Target	0°	1	—

BOOSTS ALLOWED: Endurance Discount, Recharge, To Hit Buff POWER HELP TEXT: Amplify greatly increases the Accuracy of your attacks for a few seconds and slightly increases damage. Recharge: Long EFFECTS: 42.5% To Hit increase for 10 seconds; 42.5% damage increase for 10 seconds.

Siren's Song	—	Click	—	40'	15.6	0	2	20	40'	50°	10	AoE, Energy

BOOSTS ALLOWED: Accuracy, Damage, Recharge, Endurance Discount, Range, Sleep POWER HELP TEXT: You send forth a subsonic pulse that causes your foes to fall unconscious and take some minor damage. They will remain unconscious for a good while but will awaken if disturbed. Damage: Minor, Recharge: Long EFFECTS: 20.85 Energy damage; 20.85 Energy damage bonus for Scourge versus critters only; 20.85 Energy damage bonus for Scourge versus players only; 35.76-second Sleep of 3 strength versus critters only; 35.76-second Sleep of 3 strength versus players only (this will suppress for 15 seconds on affected targets).

Screech	—	Click	—	60'	10.2	0	1.5	20	Target	0°	1	Ranged, Smashing, Energy

BOOSTS ALLOWED: Accuracy, Damage, Recharge, Endurance Discount, Disorient POWER HELP TEXT: By bursting forth with this hypersonic Screech, you can Disorient a target. Damage: Minor, Recharge: Slow EFFECTS: 44.21 Smashing damage; 44.21 Energy damage; 88.42 Energy damage bonus for Scourge versus critters only; 88.42 Energy damage bonus for Scourge versus players only; 20% decrease to damage resistance for 12 seconds; 11.17-second Disorient of 3 strength versus critters only; 7.44-second Disorient of 3 strength versus players only (this will suppress for 15 seconds on affected targets).

Dreadful Wail	—	Click	—	0'	20.8	0	1.97	360	25'	360°	16	AoE, Smashing, Energy

BOOSTS ALLOWED: Accuracy, Damage, Recharge, Endurance Discount, Disorient POWER HELP TEXT: Your Dreadful Wail is so strong that most foes will be defeated by being subjected to it. Dreadful Wail deals massive damage to all nearby foes, although the damage does vary. Activating this power leaves you drained of Endurance and unable to recover Endurance for a while. Damage: Extreme, Recharge: Very Long EFFECTS: 41.7 Smashing damage; 83.41 Energy damage; 75% chance of 83.41 Energy damage; 50% chance of 83.41 Energy damage; 41.7 Energy damage bonus for Scourge versus critters only; 41.7 Energy damage bonus for Scourge versus players only; 20% decrease to damage resistance for 20 seconds; 11.17-second Hold of 3 strength versus critters only; 7.44-second Hold of 3 strength versus players only (this will suppress for 15 seconds on affected targets); 90% self recovery decrease for 20 seconds; 100% self Endurance Drain.

COLD DOMINATION

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Infrigidate	0	Click	100%	80'	10.4	0	1	15	Target	0°	1	Ranged, Cold

BOOSTS ALLOWED: Accuracy, Endurance Discount, Recharge, Range, Slow, Defense Debuff POWER HELP TEXT: This power fires a frigid beam of cold at a single target. This beam dramatically reduces the target's attack rate, movement speed, and Defense. Infrigidate draws so much heat out of the target that the damage of any of its Fire attacks will be reduced. Recharge: Slow EFFECTS: 70% decrease in Attack Speed for 20 seconds; 70% decrease in Movement Speed for 20 seconds; 25% decrease to Defense for 20 seconds; 30% decrease in Fire damage for 20 seconds.

Ice Shield	2	Click	100%	80'	7.8	0	1.17	2	Target	0°	1	—

BOOSTS ALLOWED: Endurance Discount, Recharge, Resist Damage, Buff Defense, Range POWER HELP TEXT: Cast a rock-hard Ice Shield to grant one of your allies Defense to Lethal, Smashing, and Fire attacks and damage resistance to Cold and Fire damage. You cannot stack multiple Ice Shields on the same target; however, the shield can be improved by another ally using the same power. It can also be used in conjunction with your Glacial Shield. You cannot use this power on yourself. Recharge: Very Fast EFFECTS: 11.25% increase to Smashing Defense for 240 seconds; 11.25% increase to Lethal Defense for 240 seconds; 9.37% increase to Cold damage resistance for 240 seconds; 7.5% increase to Fire damage resistance for 240 seconds.

Snow Storm	4	Toggle	100%	80'	0.26	0	2.03	10	25'	360°	16	AoE, Cold

BOOSTS ALLOWED: Endurance Discount, Recharge, Slow POWER HELP TEXT: While this is active, the chill from the Snow Storm can dramatically Slow the attack and movement speed of the target and all nearby foes. The torrent winds of the Snow Storm are enough to bring down flying foes. Recharge: Slow EFFECTS: 50% decrease in Attack Speed while in the area of effect; 50% decrease in Movement Speed while in the area of effect; Flight does not operate while in the area of effect.

Glacial Shield	10	Click	100%	80'	7.8	0	1.17	2	Target	0°	1	—

BOOSTS ALLOWED: Endurance Discount, Recharge, Resist Damage, Buff Defense, Range POWER HELP TEXT: This power envelops an ally in gleaming glacial ice. Its crystalline structure has refracting properties that grant the target good Defense against Energy and Negative Energy attacks. Glacial Shield also grants the target some damage resistance to Cold. You cannot stack multiple Glacial Shields on the same target; however, the shield can be improved by another ally using the same power. It can be used in conjunction with your Ice Shield. You cannot use this power on yourself. Recharge: Very Fast
EFFECTS: 11.25% increase to Energy Defense for 240 seconds; 11.25% increase to Negative Energy Defense for 240 seconds; 9.37% increase to Cold damage resistance for 240 seconds.

Frostwork	16	Click	100%	80'	14.56	0	1.17	60	Target	0°	1	—

BOOSTS ALLOWED: Endurance Discount, Recharge, Range, Heal POWER HELP TEXT: This power covers an ally in a thick layer of frost. The frost can absorb the impact from enemy attacks, effectively increasing your ally's Maximum Hit Points for a short time. Frostwork also grants your ally resistance to Toxic damage. Recharge: Very Long EFFECTS: 471 increase to Maximum Health for 120 seconds; 15% increase to Toxic damage resistance for 120 seconds.

Arctic Fog	20	Toggle	100%	0'	0.26	0	1.87	15	40'	360°	—	—

BOOSTS ALLOWED: Recharge, Endurance Discount, Buff Defense, Resist Damage POWER HELP TEXT: Your mastery of Cold allows you to hide yourself and all nearby allies within thick Arctic Fog. Arctic Fog makes you and your allies harder to see and increases your Defense to melee and ranged attacks, as well as your resistance to Slow, Fire, Cold, and Energy damage. You cannot use any other Concealment-type powers while using Arctic Fog. Recharge: Slow EFFECTS: 35' stealth radius to critters (this will suppress for 10 seconds if you interact with a clickable object or initiate an attack or are attacked); 389' stealth radius to players (this will suppress for 10 seconds if you interact with a clickable object or initiate an attack or are attacked); 3.25% increase to melee Defense while within the area of effect; 3.25% increase to ranged Defense while within the area of effect; 15% increase to Cold damage resistance while within the area of effect; 15% increase to Fire damage resistance while within the area of effect; 15% increase to Energy damage resistance while within the area of effect; 60% increase in resistance to Movement Speed debuffs; 60% increase in resistance to Attack Speed debuffs.

Benumb	28	Click	100%	70'	13	0	2.07	120	Target	0°	1	Ranged, Cold

BOOSTS ALLOWED: Accuracy, Endurance Discount, Range, Recharge POWER HELP TEXT: This power numbs a single target to the very core. Benumb reduces the target's core body temperature and causes dramatic weakness. A Benumbed target's damage and regeneration rate are greatly reduced. Additionally, the affected target's secondary power effects are all weakened. The target's powers' effects—like Heals, Defense buffs, Endurance Drains, Disorients, Holds, Immobilizes, Knockbacks, and more—are all weakened. Recharge: Long EFFECTS: 50% decrease to damage for 30 seconds; 90% decrease to regeneration rate for 30 seconds; 5.58% decrease in Disorient duration for 30 seconds; 5.58% decrease in Sleep duration for 30 seconds; 5.58% decrease in Confusion duration for 30 seconds; 5.58% decrease in Fear duration for 30 seconds; 5.58% decrease in Immobilization duration for 30 seconds; 5.58% decrease in Hold duration for 30 seconds; 5.58% decrease in Knockback distance for 30 seconds; 5.58% decrease in Knockup distance for 30 seconds; 5.58% decrease in Repel duration for 30 seconds; 5.58% decrease in Movement Speed alterations for 30 seconds; 5.58% decrease in overall Defense for 30 seconds; 5.58% decrease in healing amount for 30 seconds; 5.58% decrease in To Hit alterations for 30 seconds; 55% decrease in Endurance.

Sleet	35	Click	200%	60'	18.2	0	2.03	60	Target	0°	1	—

BOOSTS ALLOWED: Accuracy, Recharge, Endurance Discount, Range, Damage, Slow, Defense Debuff POWER HELP TEXT: This power summons a sleet storm at a targeted location. Sleet deals minimal Cold damage to anything that passes through the storm. It also Slows the affected foes and severely reduces their Defense and resistance to damage. Many foes even slip and fall trying to escape the storm. Critters will try to get out of the area of effect of this power. Damage: Minor (DoT), Recharge: Long EFFECTS: 30% decrease in Attack Speed for 5 seconds after leaving the area of effect; 50% decrease in Movement Speed for 5 seconds after leaving the area of effect; 3.38 Cold damage per .2 second while in the area of effect; 3.38 Lethal damage per .2 second while in the area of effect; 6.7 Cold damage bonus per .2 second while in the area of effect for Scourge versus critters only; 6.7 Cold damage bonus per .2 second while in the area of effect for Scourge versus players only; 8% of Knockdown per .2 second while in the area of effect versus critters only; 6% of Knockdown per .2 second while in the area of effect versus players only; 20% decrease in To Hit chance for 5 seconds after leaving the area of effect.

Heat Loss	37	Click	100%	70'	15.6	0	2.17	360	Target	0°	1	—

BOOSTS ALLOWED: Accuracy, Recharge, Endurance Discount, Range, Recovery, Slow POWER HELP TEXT: Heat Loss drains the heat from your enemies and transfers that energy to your allies in the form of Endurance. All foes near the selected target may experience a Heat Loss, which will drain their Endurance, Slow them, and reduce their Damage resistance. Each enemy target that is successfully drained of heat will expel that energy to all your nearby allies, granting them Endurance and a boost to their Endurance recovery. Some Endurance and recovery will be transferred directly to you and any allies near you. Recharge: Long
EFFECTS: 33% decrease in Endurance versus critters only; 10 point decrease in Endurance versus players only; 30% decrease to Movement Speed; 30% decrease to Attack Speed; 30% decrease to damage resistance; 20-point increase to caster Endurance; 50% increase to caster recovery.

DARK MIASMA

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Twilight Grasp	0	Click	100%	80'	7.8	0	2.37	8	Target	0°	1	Ranged, Negative Energy

BOOSTS ALLOWED: Recharge, Endurance Discount, Range, Accuracy, To Hit Debuff, Heal POWER HELP TEXT: You channel Negative Energy from the Netherworld through yourself to a targeted foe. Twilight Grasp drains the power from that target and slowly transfers it to you and all nearby allies. The targeted foe's Accuracy and damage are reduced, while you and your nearby allies are healed. Recharge: Moderate EFFECTS: 242-point Heal to all allies within the area of effect; 5% decrease in To Hit chance for 20 seconds; 10% decrease to damage for 20 seconds; 50% decrease in regeneration rate versus critters only; 90% decrease in regeneration rate versus players only.

Tar Patch	2	Click	100%	90'	7.8	0	3.1	90	Target	0°	1	—

BOOSTS ALLOWED: Recharge, Endurance Discount, Range, Slow POWER HELP TEXT: This power drops a large patch of viscous Negative Energy that dramatically slows down enemies that run through it and reduces their damage resistance. Affected targets stuck in the Tar Patch cannot jump or fly. Recharge: Slow EFFECTS: 90% decrease in Run Speed while in the area of effect; Jumping is disabled while in the area of effect; Flying is disabled while in the area of effect; 30% decrease in damage resistance while in the area of effect versus critters only; 30% irresistible decrease in damage resistance while in the area of effect versus players only.

Darkest Night	4	Toggle	100%	70'	0.3	0	3.17	10	25'	360°	16	AoE, Negative Energy

BOOSTS ALLOWED: Recharge, Endurance Discount, Range, To Hit Debuff POWER HELP TEXT: While this is active, you channel Negative Energy onto a targeted foe. Darkest Night decreases the damage potential and Accuracy of the target and all foes nearby as long as you keep the power active. Recharge: Slow EFFECTS: 30% decrease to damage to enemies within the radius of the target while maintained; 15% decrease in To Hit chance to enemies within the radius of the target while maintained.

Howling Twilight	10	Click	100%	80'	26.0	0	3.17	180	15'	360°	16	AoE, Negative Energy

BOOSTS ALLOWED: Recharge, Endurance Discount, Slow, Disorient, Damage, Range POWER HELP TEXT: Activating this power channels the power of the Netherworld to weaken your foes, in an attempt to revive all nearby fallen allies. You must stand near your defeated allies to revive them, then select a foe. The selected foe and all nearby foes will be Slowed, Disoriented, and drained of some life. Revived allies will have full Hit Points and Endurance and will be protected from XP Debt for 90 seconds. Recharge: Very Long EFFECTS: 50% decrease to Movement Speed for 30 seconds; 50% decrease to Attack Speed for 30 seconds; 10.42 Negative Energy damage; 15-second Disorient of 2 strength versus critters only; 10-second Disorient of 3 strength versus players only (this will suppress for 15 seconds on affected targets); 50% decrease in regeneration rate versus critters only; 90% decrease in regeneration rate versus players only; 15 seconds Fear of strength 3 versus critters only; resurrects allies within the area of effect with full Health and Endurance.

Shadow Fall	16	Toggle	100%	0'	0.3	0	2.03	15	40'	360°	—	—

BOOSTS ALLOWED: Endurance Discount, Recharge, Buff Defense, Resist Damage POWER HELP TEXT: This power envelops you and your nearby teammates in a shroud of darkness. Shadow Fall does not grant Invisibility, but it does make you harder to detect. Even if you are discovered, Shadow Fall grants a Defense bonus to all attacks and resistance to Fear, while reducing Energy, Negative Energy, and Psionic damage. You cannot use any other Concealment power while using Shadow Fall. Recharge: Slow EFFECTS: 35' stealth radius to critters (this will suppress for 10 seconds if you interact with a clickable object or initiate an attack or are attacked); 389' stealth radius to players (this will suppress for 10 seconds if you interact with a clickable object or initiate an attack or are attacked); 3.25% increase to melee Defense while within the area of effect; 3.25% increase to ranged Defense while within the area of effect; 15% Energy resistance while in the area of effect; 15% Negative Energy resistance while in the area of effect; 15% Psionic resistance while in the area of effect; 6.92% Fear resistance while in the area of effect; 41.52 Fear protection while in the area of effect.

Fearsome Stare	20	Click	100%	70'	8.5	0	2.03	40	70'	45°	16	Negative Energy

BOOSTS ALLOWED: Accuracy, Recharge, Endurance Discount, To Hit Debuff, Fear, Range POWER HELP TEXT: This power instills tremendous Fear within a cone area in front of you, causing all affected targets to tremble in terror uncontrollably. Recharge: Slow EFFECTS: 15-second Fear of strength 3 versus critters only; 20% chance of 15-second Fear of strength 1 versus critters only; 15-second Fear of strength 3 versus players only (this will suppress for 15 seconds on affected targets); 15% decrease in To Hit chance to enemies for 20 seconds.

Petrifying Gaze	28	Click	100%	70'	7.8	0	1.67	16	Target	0°	1	Ranged, Negative Energy

BOOSTS ALLOWED: Accuracy, Recharge, Endurance Discount, Range, Hold POWER HELP TEXT: This power petrifies a single targeted foe with a terrifying gaze. The victim is Held and defenseless. Recharge: Slow EFFECTS: 9.53-second Hold of 3 strength versus critters only; 7.15-second Hold of 3 strength versus players only (this will suppress for 15 seconds on affected targets).

Black Hole	35	Click	100%	50'	13.0	0	1.03	120	20'	360°	16	AoE, Negative Energy

BOOSTS ALLOWED: Accuracy, Recharge, Endurance Discount, Range, Intangible POWER HELP TEXT: This power opens up a Black Hole to the Netherworld that temporarily pulls in all foes within its grasp. The victims become phase-shifted and are completely Intangible. They are hard to see and cannot affect or be affected by those in normal space. Recharge: Slow EFFECTS: Intangible for 30 seconds versus critters only; Untouchable for 30 seconds versus critters only; may only use self-affecting powers for 30 seconds versus critters only; 30-second Immobilize of strength 3 versus critters only; Intangible for 10 seconds versus players only; Untouchable for 10 seconds versus players only; may only use self-affecting powers for 10 seconds versus players only; 10-second Immobilize of strength 3 versus players only.

Dark Servant	38	Click	200%	60'	26.0	0	3.17	240	Target	0°	1	—

BOOSTS ALLOWED: Recharge, Endurance Discount, To Hit Debuff, Heal, Hold, Accuracy, Immobilize power that binds it in this realm. The Dark Servant can be buffed and healed. Recharge: Very Long POWER HELP TEXT: This power summons a Dark Servant to your aid. The Dark Servant possesses an assortment of dark powers to weaken your foes. The summoned entity is not a willing servant, and it is only your EFFECTS: Creates a Dark Servant "pet."

DARK SERVANT

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Chill of the Night	—	Click	200%	0'	0.0	0	3.17	0	10'	360°	10	—

BOOSTS ALLOWED: Recharge, Endurance Discount, To Hit Debuff, Heal, Hold, Accuracy, Immobilize POWER HELP TEXT: — EFFECTS: 30% decrease in To Hit chance to enemies within 10' of the Dark Servant; 75% chance of 5.63 Negative Energy damage per 2 seconds to enemies within 10' of the Dark Servant.

Twilight Grasp	—	Click	100%	80'	7.8	0	2.37	8	Target	0°	1	Ranged, Negative Energy

BOOSTS ALLOWED: Recharge, Endurance Discount, Range, Accuracy, To Hit Debuff, Heal POWER HELP TEXT: You channel Negative Energy from the Netherworld through yourself to a targeted foe. Twilight Grasp drains the power from that target and slowly transfers it to you and all nearby allies. The targeted foe's Accuracy and damage are reduced, while you and your nearby allies are healed. Recharge: Moderate EFFECTS: 242-point Heal to all allies within the area of effect; 5% decrease in To Hit chance for 20 seconds; 10% decrease to damage for 20 seconds; 50% decrease in regeneration rate versus critters only; 90% decrease in regeneration rate versus players only.

Darkest Night	—	Toggle	100%	70'	0.3	0	3.17	10	25'	360°	16	AoE, Negative Energy

BOOSTS ALLOWED: Recharge, Endurance Discount, Range, To Hit Debuff POWER HELP TEXT: While this is active, you channel Negative Energy onto a targeted foe. Darkest Night decreases the damage potential and Accuracy of the target and all foes nearby, as long as you keep the power active. Recharge: Slow EFFECTS: 30% decrease to damage to enemies within the radius of the target while maintained; 15% decrease in To Hit chance to enemies within the radius of the target while maintained.

Petrifying Gaze	—	Click	100%	70'	7.8	0	1.67	16	Target	0°	1	Ranged, Negative Energy

BOOSTS ALLOWED: Accuracy, Recharge, Endurance Discount, Range, Hold POWER HELP TEXT: This power petrifies a single targeted foe with a terrifying gaze. The victim is Held and defenseless. Recharge: Slow EFFECTS: 9.53-second Hold of 3 strength versus critters only; 7.15-second Hold of 3 strength versus players only (this will suppress for 15 seconds on affected targets).

Tenebrous Tentacles	—	Click	100%	40'	10.2	0	1.67	10	40'	40°	10	AoE, Negative Energy, Smashing

BOOSTS ALLOWED: Accuracy, Damage, Recharge, Endurance Discount, To Hit Debuff, Immobilize, Range POWER HELP TEXT: You can create a cone-shaped rift to the Netherworld that allows its native creatures to slip their oily tentacles into our reality. These creatures will snare all foes within range, Immobilizing them while the tentacles drain their life and reduce their Accuracy. Damage: Moderate (DoT), Recharge: Slow EFFECTS: 4.1 Smashing damage; 5.6 Negative Energy damage; 4.1 Smashing damage bonus for Scourge versus critters only; 5.6 Negative Energy damage bonus for Scourge versus critters only; 4.1 Smashing damage bonus for Scourge versus players only; 5.6 Negative Energy damage bonus for Scourge versus players only; 7.5% To Hit decrease for 8 seconds; 17.88-second Immobilize of 2 strength versus critters only; 11.92-second Immobilize of 2 strength versus players only (this will suppress for 15 seconds on affected targets).

KINETICS

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Transfusion	0	Click	120%	60'	7.8	0	1.17	8	Target	0°	1	Ranged

BOOSTS ALLOWED: Recharge, Endurance Discount, Range, Recovery, Accuracy, Heal POWER HELP TEXT: Transfusion drains an enemy of some Endurance and reduces the target's regeneration rate, then transfers that energy, in the form of Hit Points, to all allies near the affected foe. You can use Transfusion to heal yourself as well as your allies. Recharge: Moderate EFFECTS: 212.42 point Heal to all allies within the area of effect; 13% decrease in Endurance versus critters only; 3.33 point decrease in Endurance versus players only; 50% decrease in regeneration rate versus critters only; 90% decrease in regeneration rate versus players only.

Siphon Power	2	Click	100%	80'	10.4	0	1.93	20	Target	0°	1	Ranged

BOOSTS ALLOWED: Accuracy, Recharge, Endurance Discount, Range POWER HELP TEXT: You can Siphon Power from a target, reducing your foe's damage potential. The power is transferred back to you, increasing your own damage potential and that of all nearby allies. Critters will try to get out of the area of effect of this power. Recharge: Slow EFFECTS: 30% decrease in damage for 30 seconds; 20% increase in damage to allies within 20' of the caster for 30 seconds.

Repel	4	Toggle	100%	0'	0.4	0	1.07	20	7'	360°	16	—

BOOSTS ALLOWED: Recharge, Endurance Discount, Knockback POWER HELP TEXT: Repel creates a zone of kinetic energy that violently repels nearby foes. Each foe that is repelled costs additional Endurance. Recharge: Slow EFFECTS: Knockback 24' versus critters only every .5 second; Knockback 24' versus players only every .5 second (this will suppress for 10 seconds after affecting a target); 1 point decrease in caster Endurance per target in the area of effect; 5% chance of dropping one toggle power per .5 second.

Siphon Speed	10	Click	100%	80'	7.8	0	1.93	60	Target	0°	1	Ranged

BOOSTS ALLOWED: Accuracy, Recharge, Endurance Discount, Range, Slow POWER HELP TEXT: You can Siphon Speed from a targeted foe, Slowing movement and attack rate while boosting your own. Recharge: Long EFFECTS: 50% decrease to Movement Speed for 60 seconds; 116% increase to caster Run Speed for 60 seconds; 84.15% increase to caster Flight Speed for 60 seconds; 20% decrease to Attack Speed for 60 seconds; 20% increase to caster Attack Speed for 60 seconds.

Increase Density	16	Click	100%	70'	5.2	0	2.07	3	Target	0°	1	—

BOOSTS ALLOWED: Recharge, Endurance Discount, Range, Resist Damage POWER HELP TEXT: This power increases an ally's mass, freeing him or her from any Disorient, Immobilization, or Hold effects and leaving him or her resistant to such effects for a while. Increase Density also protects the target from Knockback, Repel, and enemy Teleportation, as well as Smashing and Energy damage. Because the target grows more dense, his or her movement speed is Slowed. Although the damage resistance and Slowing effect will not stack with multiple applications, the rest of the effects of Increase Density will. You cannot use this power on yourself. Recharge: Fast EFFECTS: 18.75% Smashing resistance for 60 seconds; 18.75% Energy resistance for 60 seconds; 10 points of Knockback protection for 60 seconds; 10 points of Immobilization protection for 60 seconds; 10 points of Hold protection for 60 seconds; 10 points of Disorient protection for 60 seconds; 100% resistance to Teleport for 60 seconds; 10% decrease to Movement Speed for 60 seconds.

Speed Boost	20	Click	100%	50'	7.8	0	1	2	Target	0°	1	—

BOOSTS ALLOWED: Recharge, Endurance Discount, Range, Running Speed, Recovery POWER HELP TEXT: You can hasten a single targeted ally. The target's movement speed, attack rate, and Endurance recovery are all greatly increased and the target gains resistance to Slow effects. You cannot use this power on yourself. Recharge: Very Fast EFFECTS: 50% increase to Attack Speed for 120 seconds; 50% increase to recovery for 120 seconds; 68% increase to Run Speed for 120 seconds; 49% increase to Fly Speed for 120 seconds; 50% resistance to Attack Speed debuffs for 120 seconds; 68% resistance to Run Speed debuffs for 120 seconds; 49% resistance to Fly Speed debuffs for 120 seconds.





KINETICS CONT.

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Inertial Reduction	28	Click	100%	0'	23.4	0	2.03	60	25'	360°	—	—

BOOSTS ALLOWED: Endurance Discount, Jump, Recharge POWER HELP TEXT: You can reduce your inertia, along with that of all nearby allies. The affected allies can then jump incredible distances for a while. Recharge: Long EFFECTS: 100% increase to Jump Height and Jump Speed for 60 seconds.

Transference	35	Click	110%	60'	2.6	0	2.27	30	Target	0°	1	Ranged

BOOSTS ALLOWED: Recharge, Endurance Discount, Range, Accuracy, Recovery POWER HELP TEXT: Transference drains an enemy of some Endurance and transfers that Endurance to all allies near the affected foe. You can use Transference to recover Endurance for yourself as well as your allies. Recharge: Slow EFFECTS: 60% decrease to Endurance versus critters only; 16.67-point decrease to Endurance versus players only; 40-point increase to Endurance to all allies within 20' of the target.

Fulcrum Shift	38	Click	100%	70'	15.6	0	2.17	60	Target	0°	1	—

BOOSTS ALLOWED: Recharge, Endurance Discount, Range, Accuracy POWER HELP TEXT: Fulcrum Shift drains the power of a targeted foe and all foes nearby, transferring it to all adjacent allies, you, and those near you. Affected foes will deal less damage, while your affected allies will deal more. The more foes that are affected, the more power you and your allies receive. Fulcrum Shift can dramatically turn the tide of a battle. Recharge: Long EFFECTS: 20% decrease to damage to all enemies within 20' of the target for 30 seconds; 20% increase to damage to all allies within 20' of the target for 45 seconds; 40% increase to damage to caster for 45 seconds.

RADIATION EMISSION

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Radiant Aura	0	Click	100%	0'	13.0	0	2.03	8	25'	360°	—	—

BOOSTS ALLOWED: Recharge, Endurance Discount, Heal POWER HELP TEXT: You can use Radiant Aura to heal some of your wounds and the wounds of your group. This power has a small radius, so your allies need to be near you if they wish to be affected. Recharge: Moderate EFFECTS: 117.79 point Heal to allies.

Radiation Infection	2	Toggle	100%	70'	0.3	0	3.1	8	15'	360°	16	AoE, Energy

BOOSTS ALLOWED: Recharge, Endurance Discount, Defense Debuff, To Hit Debuff, Range POWER HELP TEXT: This power infects a targeted foe with deadly radiation, severely reducing Accuracy and Defense. All foes that come near the target will also become infected. The Radiation Infection will last until you deactivate it or until the original target is defeated. Recharge: Moderate EFFECTS: 25% decrease in To Hit chance while maintained; 25% decrease to Defense while maintained.

Accelerate Metabolism	4	Click	100%	0'	15.6	0	2.03	422	25'	360°	—	—

BOOSTS ALLOWED: Recharge, Endurance Discount, Running Speed, Recovery POWER HELP TEXT: Activating this power emits radiation that increases the running speed, attack speed, Endurance recovery, and damage potential of all nearby allies. Affected allies' metabolisms are increased so much that they become resistant to effects such as Sleep, Hold, Disorient, Immobilization, and Endurance Drain. Recharge: Very Long EFFECTS: 20% increase to damage for 120 seconds; 173% Hold resistance for 120 seconds; 173% Sleep resistance for 120 seconds; 173% Disorient resistance for 120 seconds; 173% Immobilize resistance for 120 seconds; 30% increase to Attack Speed for 120 seconds; 51% Endurance resistance for 120 seconds; 51% recovery resistance for 120 seconds; 30% increase to recovery for 120 seconds; 30% increase to Movement Speed for 120 seconds.

Enervating Field	10	Toggle	100%	70'	0.5	0	1.5	8	15'	360°	16	AoE, Energy

BOOSTS ALLOWED: Recharge, Endurance Discount, Range POWER HELP TEXT: While this power is active, you irradiate a targeted foe and all foes nearby with a deadly dose of radiation. This radiation weakens exposed targets, decreasing the damage of their attacks. It also significantly weakens their resistance, so they will take much more damage from other attacks. Recharge: Moderate EFFECTS: 20% damage decrease while maintained; 30% damage resistance decrease while maintained.

Mutation	16	Click	100%	15'	26.0	0	3.20	180	Target	0°	1	—

BOOSTS ALLOWED: Recharge, Endurance Discount, Range, Recovery POWER HELP TEXT: Using a concentrated burst of radiation, you can revive and Mutate a fallen ally into a killing machine. The Mutated target has increased damage, Accuracy, Endurance recovery, and attack speed and is protected from XP Debt for 90 seconds. The entire experience is very taxing on your ally, who will soon be severely weakened. All effects of the Mutation will eventually wear off. Recharge: Very Long EFFECTS: Resurrects target with full Health and Endurance; 200% increase to recovery for 90 seconds; 100% increase to Attack Speed for 90 seconds; 40% increase to damage for 90 seconds; 30% increase in To Hit chance for 90 seconds; 40% decrease to damage after 90 seconds that lasts for 45 seconds; 30% decrease in To Hit chance after 90 seconds that lasts for 45 seconds.

Lingering Radiation	20	Click	100%	80'	15.6	0	1.5	90	25'	360°	16	AoE, Energy

BOOSTS ALLOWED: Accuracy, Recharge, Endurance Discount, Slow, Range POWER HELP TEXT: You can emit Lingering Radiation that reduces the attack rate, movement speed, and regeneration rate of the target and all nearby foes. Recharge: Slow EFFECTS: 60% decrease in Movement Speed for 30 seconds; 50% decrease in regeneration rate for 30 seconds versus critters only; 90% decrease in regeneration rate for 30 seconds versus players only.

Choking Cloud	28	Toggle	100%	0'	4.2	0	2.03	90	15'	360°	16	AoE, Energy

BOOSTS ALLOWED: Recharge, Endurance Discount, Hold POWER HELP TEXT: While this is active, you generate toxic radioactive gas around yourself. Any nearby foes may be overcome by the gas, leaving them choking and helpless. Recharge: Long EFFECTS: 50% chance of 4.7-second Hold of strength 2 per 5 seconds; 80% chance of 4.7-second Hold of strength 1 per 5 seconds.

Fallout	35	Click	100%	60'	20.8	0	3.20	300	Target	0°	1	—

BOOSTS ALLOWED: Accuracy, Recharge, Endurance Discount, Damage, Range, Defense Debuff, To Hit Debuff POWER HELP TEXT: After an ally falls in battle, you can activate this power to extract energy from the body to deal a massive amount of Energy damage to any nearby foes. All affected foes are extremely weakened by the Fallout, and their Accuracy, Defense, damage, and damage resistance are severely reduced. Damage: Extreme, Recharge: Very Long EFFECTS: 281 Energy damage; 30% decrease in To Hit chance for 30 seconds versus critters only; 30% decrease to Defense for 30 seconds versus critters only; 30% decrease to damage for 30 seconds versus critters only; 50% decrease to damage resistance for 30 seconds versus critters only; 30% decrease in To Hit chance for 30 seconds versus players only; 30% irresistible decrease to Defense for 30 seconds versus players only; 30% irresistible decrease to damage for 30 seconds versus players only; 50% irresistible decrease to damage resistance for 30 seconds versus players only.

RADIATION EMISSION CONT.

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
EM Pulse	38	Click	100%	0'	20.8	0	2.93	300	60'	360°	16	AoE, Energy

BOOSTS ALLOWED: Accuracy, Recharge, Endurance Discount, Hold, Recovery POWER HELP TEXT: You can unleash a massive pulse of electromagnetic energy. This EMP can affect machines and is even powerful enough to affect synaptic brain patterns. It will drain the Endurance and HP regeneration of all affected targets and leave them incapacitated and Held for a long while. Additionally, most machines and robots will take moderate damage. However, this power uses a lot of Endurance and leaves you unable to recover Endurance for a while. Recharge: Very Long EFFECTS: 17.88-second Hold of 3 strength versus critters only; 50% chance of 17.88-second Hold of 1 strength versus critters only; 11.92-second Hold of 3 strength versus players only (this will suppress for 15 seconds on affected targets); 50-point decrease to Endurance versus critters only; 16.67-point decrease to Endurance versus players only; 50% decrease in regeneration rate for 15 seconds versus critters only; 90% decrease in regeneration rate for 15 seconds versus players only; 68.4 Energy damage versus electronic critters only; 90% decrease to caster recovery for 15 seconds.

SONIC RESONANCE

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Sonic Siphon	0	Click	100%	80'	8.5	0	2.17	16	Target	0°	1	Ranged

BOOSTS ALLOWED: Accuracy, Endurance Discount, Range, Recharge POWER HELP TEXT: You set up a constant vibration within the body of your foe, weakening damage resistance. Affected targets will take more damage from successful attacks. Recharge: Slow EFFECTS: 30% decrease to damage resistance for 30 seconds.

Sonic Barrier	2	Click	100%	80'	7.8	0	1.33	2	Target	0°	1	—

BOOSTS ALLOWED: Endurance Discount, Resist Damage, Range, Recharge POWER HELP TEXT: This shield dramatically reduces the damage an ally takes from Smashing, Lethal, and Toxic attacks for a limited time. You cannot stack multiple Sonic Barriers on the same target; however, the shield can be improved by another ally using the same power. It can be used in conjunction with Sonic Haven. You cannot use this power on yourself. Recharge: Very Fast EFFECTS: 15% increase to Smashing resistance for 240 seconds; 15% increase to Lethal resistance for 240 seconds; 15% increase to Toxic resistance for 240 seconds.

Sonic Haven	4	Click	100%	80'	7.8	0	1.33	2	Target	0°	1	—

BOOSTS ALLOWED: Endurance Discount, Resist Damage, Range, Recharge POWER HELP TEXT: This shield dramatically reduces the damage an ally takes from Fire, Cold, Energy, and Negative Energy attacks for a limited time. You cannot stack multiple Sonic Havens on the same target; however, the shield can be improved by another ally using the same power. It can be used in conjunction with Sonic Barrier. You cannot use this power on yourself. Recharge: Very Fast EFFECTS: 15% increase to Energy resistance for 240 seconds; 15% increase to Negative Energy resistance for 240 seconds; 15% increase to Fire resistance for 240 seconds; 15% increase to Cold resistance for 240 seconds.

Sonic Cage	10	Click	140%	80'	12.5	0	1.67	60	Target	0°	1	Ranged

BOOSTS ALLOWED: Accuracy, Endurance Discount, Range, Recharge POWER HELP TEXT: This power encases the target in an impenetrable field of sonic waves. The target cannot attack or be attacked. Recharge: Moderate EFFECTS: Untouchable for 30 seconds versus critters only; may only use self-affecting powers for 30 seconds versus critters only; 30-second Immobilize of strength 3 versus critters only; Untouchable for 15 seconds versus players only; may only use self-affecting powers for 15 seconds versus players only; 15-second Immobilize of strength 3 versus players only.

Disruption Field	16	Toggle	100%	70'	0.5	0	2.7	8	15'	360°	16	—

BOOSTS ALLOWED: Recharge, Endurance Discount POWER HELP TEXT: You set up a constant wave of sonic energy around an ally, weakening the damage resistance of all nearby foes. Recharge: Moderate EFFECTS: 30% decrease to damage resistance to all enemies within 15' of target ally while maintained.

Sonic Dispersion	20	Toggle	100%	0'	0.3	0	2.03	15	25'	360°	—	—

BOOSTS ALLOWED: Recharge, Endurance Discount, Resist Damage POWER HELP TEXT: You create a large field of sonic waves, protecting all allies inside. The Sonic Dispersion gives all allies within increased resistance against all damage except Psionic. The sonic bubble also protects allies from Immobilization, Disorient, and Hold effects. Recharge: Slow EFFECTS: 11.25% increase to damage resistance while in the area of effect; 6.92-point Hold protection while in the area of effect; 6.92-point Disorient protection while in the area of effect; 6.92-point Immobilization protection while in the area of effect.

Sonic Repulsion	28	Toggle	100%	70'	0.5	0	2.33	8	10'	360°	16	—

BOOSTS ALLOWED: Recharge, Endurance Discount, Knockback POWER HELP TEXT: You create a powerful sonic resonance around an ally, repelling all foes nearby. You will lose Endurance for each target repelled. Recharge: Moderate EFFECTS: Knockback 24' versus critters only every .5 second; 2.5 point decrease in caster Endurance per target in the area of effect.

Clarity	35	Click	100%	70'	5.2	0	1.5	4	Target	0°	1	—

BOOSTS ALLOWED: Recharge, Endurance Discount, Range POWER HELP TEXT: By bouncing a carefully pitched sound wave off an ally's ear drum, you can free him or her from any Disorient, Hold, Sleep, Confusion, Fear, and Immobilize effects, also resulting in resistance to such effects for a good while. Protection will improve with multiple applications and as you advance in level. Clarity also provides your ally enhanced Perception. Recharge: Fast EFFECTS: 10.28-point Hold protection for 90 seconds; 10.28-point Disorient protection for 90 seconds; 10.28-point Sleep protection for 90 seconds; 173% Sleep resistance for 90 seconds; 10.28-point Immobilization protection for 90 seconds; 10.28-point Confusion protection for 90 seconds; 10.28-point Fear protection for 90 seconds; 86.5% Perception resistance for 90 seconds; 86.5% increase to Perception for 90 seconds.

Liquefy	38	Click	100%	60'	23.4	0	2.67	300	Target	0°	1	—

BOOSTS ALLOWED: Recharge, Endurance Discount, Range, Knockback, Defense Debuff, To Hit Debuff = POWER HELP TEXT: You unleash a barrage of sonic waves on the earth itself, generating a powerful, localized earthquake. Most foes that pass through the location will fall down. The violent shaking also reduces their Accuracy and Defense. Recharge: Slow EFFECTS: 3% chance for a Knockdown per .2 second while in the area of effect; 25% decrease to Defense while in the area of effect; 25% decrease in To Hit chance while in the area of effect; Jumping is disabled while in the area of effect; Flying is disabled while in the area of effect; 20% decrease to Attack Speed while in the area of effect; 3.5-second Hold of 3 strength versus critters only; 2.8-second Hold of 3 strength versus players only (this will suppress for 15 seconds on affected targets); 10.42 Smashing damage; 10.42 Energy damage.





THERMAL RADIATION

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Warmth	0	Click	100%	0'	13.0	0	2.03	8	25'	360°	—	—
BOOSTS ALLOWED: Recharge, Endurance Discount, Heal POWER HELP TEXT: You can use your Warmth to heal some of your wounds and the wounds of your group. This power has a small radius, so your allies need to be near you if they wish to be affected. Recharge: Moderate EFFECTS: 117.79-point Heal to allies.												
Fire Shield	2	Click	100%	80'	7.8	0	1.17	2	Target	0°	1	—
BOOSTS ALLOWED: Endurance Discount, Recharge, Resist Damage, Range POWER HELP TEXT: This power casts a Fire Shield on one of your allies and grants damage resistance to Lethal, Smashing, and Fire damage. Fire Shield also provides minimal resistance to Cold damage. You cannot stack multiple Fire Shields on the same target; however, the shield can be improved by another ally using the same power. It can be used in conjunction with Plasma Shield. You cannot use this power on yourself. Recharge: Very Fast EFFECTS: 15% Smashing resistance for 240 seconds; 15% Lethal resistance for 240 seconds; 15% Fire resistance for 240 seconds; 7.5% Cold resistance for 240 seconds.												
Cauterize	4	Click	100%	80'	13.0	0	2.27	4	Target	0°	1	—
BOOSTS ALLOWED: Endurance Discount, Heal, Range, Recharge POWER HELP TEXT: This power heals a single targeted ally by Cauterizing wounds. You cannot use this power to heal yourself. Recharge: Fast EFFECTS: 230-point Heal.												
Plasma Shield	10	Click	100%	80'	7.8	0	1.17	2	Target	0°	1	—
BOOSTS ALLOWED: Endurance Discount, Recharge, Resist Damage, Range POWER HELP TEXT: Envelope an ally in pure plasma. The Plasma Shield gives your ally resistance to Energy, Negative Energy, and Fire damage. You cannot stack multiple Plasma Shields on the same target; however, the shield can be improved by another ally using the same power. It can be used in conjunction with Fire Shield. You cannot use this power on yourself. Recharge: Very Fast EFFECTS: 15% Energy resistance for 240 seconds; 15% Negative Energy resistance for 240 seconds; 15% Fire resistance for 240 seconds.												
Power of the Phoenix	16	Click	100%	15'	49.4	0	3.2	300	Target	0°	1	—
BOOSTS ALLOWED: Endurance Discount, Heal, Recovery, Recharge, Damage, Disorient POWER HELP TEXT: This power revives a fallen ally. The fiery resurrection blasts nearby foes with an explosion and knocks them down and Disorients them. Your ally will revive with most of his or her Hit Points and Endurance. He or she will be invulnerable for a brief time and be protected from XP Debt for 90 seconds. Recharge: Very Long EFFECTS: Resurrects target with 100% life and 70% Endurance; Untouchable for 15 seconds; 112.77 Fire damage; Knockback 32'; 15.4-second Disorient of strength 4.												
Thaw	20	Click	100%	70'	5.2	0	2.17	4	Target	0°	1	—
BOOSTS ALLOWED: Recharge, Endurance Discount, Range, Resist Damage POWER HELP TEXT: Thaw warms an ally and frees him or her from any Disorient, Hold, Sleep, Slow, and Immobilize effects. It results in resistance to such effects for a good while. Thaw also grants the target some resistance to Cold damage. Some of the effects of this power will improve with multiple applications and as you advance in level. Recharge: Fast EFFECTS: 10.28-point Hold protection for 90 seconds; 10.28-point Disorient protection for 90 seconds; 10.28-point Sleep protection for 90 seconds; 173% Sleep resistance for 90 seconds; 10.28-point Immobilization protection for 90 seconds; 7.5% Cold resistance for 90 seconds; 80% resistance to Attack Speed debuffs for 90 seconds; 80% resistance to Run Speed debuffs for 90 seconds.												
Forge	28	Click	100%	80'	10.4	0	2.27	60	Target	0°	1	—
BOOSTS ALLOWED: Recharge, Endurance Discount, Range, Buff To Hit POWER HELP TEXT: Forge a single ally target into a killing machine. Forge immensely enhances a single ally's Damage and Accuracy. Recharge: Long EFFECTS: 20% increase in To Hit chance for 120 seconds; 40% increase to damage for 120 seconds.												
Heat Exhaustion	35	Click	100%	70'	13.0	0	2.07	120	Target	0°	1	Ranged, Energy
BOOSTS ALLOWED: Accuracy, Endurance Discount, Range, Recharge POWER HELP TEXT: Overwhelm a single foe with waves of exhausting heat. The initial effect will drain the target of some Endurance, but the heat is so overwhelming that the affected target will be weakened. Damage output, Endurance recovery, and Hit Point regeneration will all be reduced. Recharge: Long EFFECTS: 50% decrease to damage for 45 seconds; 50% decrease in regeneration rate for 45 seconds versus critters only; 90% decrease in regeneration rate for 45 seconds versus players only; 20% decrease in recovery for 45 seconds versus critters only; 90% decrease in recovery for 45 seconds versus players only; 13% decrease to Endurance versus critters only; 3.33 decrease to Endurance versus players only.												
Melt Armor	38	Click	100%	70'	18.2	0	1.5	150	15'	360°	16	AoE, Energy
BOOSTS ALLOWED: Accuracy, Endurance Discount, Range, Recharge, Defense Debuff POWER HELP TEXT: The searing heat from this power is enough to melt the armor and defenses of all targets in the affected area. Melt Armor significantly weakens the Defense and damage resistance of the affected targets. Recharge: Long EFFECTS: 20% decrease to Defense for 40 seconds; 30% decrease to damage resistance for 40 seconds.												

TRAPS

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Web Grenade	0	Click	100%	70'	9.8	0	1.37	4	Target	0°	1	Ranged

BOOSTS ALLOWED: Accuracy, Recharge, Endurance Discount, Immobilize, Range POWER HELP TEXT: Upon impact, the Web Grenade expels a strong, sinuous, and very sticky substance that can Immobilize most targets. This nonlethal device deals no damage and does not prevent targets from attacking, although their attack rate is Slowed. The Web Grenade can bring down flying entities and halts jumping. Recharge: Fast EFFECTS: 17.8-second Immobilize of strength 3 versus critters only; 11.9-second Immobilize of strength 3 versus players only (this will suppress for 15 seconds on affected targets); 50% decrease to Movement Speed for 15 seconds; 50% decrease to Attack Speed for 15 seconds; 100% Knockback resistance for 15 seconds; Flight is disabled for 15 seconds; Jumping is disabled for 15 seconds.

Caltrops	2	Click	100%	25'	9.8	0	1.07	45	Target	0°	1	—

BOOSTS ALLOWED: Recharge, Endurance Discount, Range, Damage, Slow POWER HELP TEXT: You toss a handful of Caltrops at a targeted location and spread the tiny metal spikes over a large area. Any enemy that passes over the Caltrops will be forced to move at a slower rate and will take some trivial Lethal damage over time. Damage: Minor (DoT), Recharge: Slow EFFECTS: 80% decrease to Run Speed while within the area of effect; Jumping is disabled while in the area of effect; 2.8 Lethal damage per second while in the area of effect.

Triage Beacon	4	Click	100%	0'	13.0	0	2.17	200	Target	0°	1	—

BOOSTS ALLOWED: Recharge, Endurance Discount, Heal POWER HELP TEXT: You can plant a Triage Beacon into the ground. The beacon is immobile but it emits a powerful healing aura. The regeneration rate of you and your allies will be greatly increased as long as you are near the Triage Beacon. It is invulnerable. Recharge: Very Long EFFECTS: 150% increase to regeneration rate while in the area of effect.

Acid Mortar	10	Click	100%	0'	16.3	0	2.17	90	Target	0°	1	—

BOOSTS ALLOWED: Accuracy, Recharge, Endurance Discount, Damage, Defense Debuff POWER HELP TEXT: You can place a small mortar on the ground. If an enemy passes nearby, the mortar will fire an acid grenade at the target. The grenade explodes in a small shower of acid on impact. This acid eats through armor, causing minor damage over time. It reduces the target's Defense and damage resistance. The mortar will last up to 60 seconds and will fire up to 10 grenades. It can be destroyed by your foes. Damage: Minor (DoT), Recharge: Slow EFFECTS: 0.56 damage per second for 20 seconds; 20% decrease to damage resistance for 20 seconds; 20% decrease to Defense for 20 seconds.

Force Field Generator	16	Click	100%	20'	16.3	0	2.03	15	Target	0°	1	—

BOOSTS ALLOWED: Recharge, Endurance Discount, Buff Defense POWER HELP TEXT: You can build a Force Field Generator drone. The drone will generate a dispersion bubble that gives all nearby allies increased Defense against all attacks including Psionic. The dispersion bubble also protects allies from Immobilization, Disorient, and Hold effects. The drone will follow you and can be buffed and healed or even destroyed like any friendly entity. However, the drone is not a henchman and cannot be given commands. You can have only one Force Field Generator at a time. Recharge: Very Slow EFFECTS: 10% increase to Defense while in the area of effect; 18.3-point Hold protection while in the area of effect; 18.3 point Disorient protection while in the area of effect; 18.3-point Immobilization protection while in the area of effect.

Poison Trap	20	Click	100%	0'	16.3	0	2.17	90	Target	0°	1	—

BOOSTS ALLOWED: Recharge, Endurance Discount, Hold, Slow POWER HELP TEXT: You can build a Poison Trap on the ground. Any foes that pass near the Poison Trap will cause it to detonate and release toxic vapors. The poison is a very noxious gas, and any foes in the affected area may start to choke or even vomit. Affected foes' regeneration rate and attack rate will be reduced. The trap is almost impossible to detect, but it is fragile and may be set off by an enemy's explosion. Even if destroyed, the trap will detonate. Recharge: Long EFFECTS: 50% decrease in regeneration rate for 10 seconds versus critters only; 90% decrease in regeneration rate for 10 seconds versus players only; 6.16-second Hold of 3 strength versus critters only; 0.3% chance of 6.16-second Hold of 3 strength per second versus critters only; 4.62-second Hold of 3 strength versus players only (this will suppress for 15 seconds on affected targets); 0.3% chance of 4.62-second Hold of 3 strength per second versus players only (this will suppress for 15 seconds on affected targets); 0.3% chance per second of humanoid targets becoming nauseated.

Seeker Drones	28	Click	100%	60'	19.5	0	2.03	90	Target	0°	1	—

BOOSTS ALLOWED: Accuracy, Damage, Endurance Discount, Recharge, To Hit Debuff, Disorient, Range POWER HELP TEXT: You create two Seeker Drones. They will follow you until they detect an enemy and then they will zero in on their targets and detonate on impact. The small explosive flash of energy does only minor damage, but the concussion can weaken foes. Affected targets will have reduced damage, Accuracy, and Perception and may even be Disoriented for a short while. You can have only two Seeker Drones out at one time, and they can be destroyed by your foes. Recharge: Long EFFECTS: 14.9 Energy damage; 25% chance of 9.24-second Hold of strength 2 versus critters only; 25% chance of 6.16-second Hold of strength 2 versus players only; 90% decrease in Perception for 40 seconds versus critters only; 90% decrease in Perception for 40 seconds versus players only (this will suppress if the target is attacked); 5% decrease in To Hit chance for 40 seconds; 20% decrease to damage for 40 seconds.

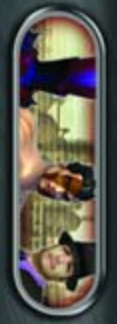
Trip Mine	35	Click	100%	0'	16.3	4	0	20	Target	0°	1	—

BOOSTS ALLOWED: Accuracy, Recharge, Endurance Discount, Damage, Knockback POWER HELP TEXT: You can place a Trip Mine on the ground. Any foes that pass near the Trip Mine will cause it to explode, severely damaging all nearby foes and sending them flying. The Trip Mine is almost impossible to detect, but it is fragile and may be set off by an enemy's explosion. Even if destroyed, the Trip Mine will detonate. Setting a mine is delicate work, and if you are interrupted, you will fail. The Trip Mine explodes when an enemy gets within 8' of it. Damage: Superior, Recharge: Slow EFFECTS: 112.7 Lethal damage when trap activated; 56.38 Fire damage when trap activated; 50% chance of 56.38 Lethal damage when trap activated; 50% chance of 8' Knockback when trap activated; 5% chance of dropping a toggle when trap is activated.

Time Bomb	38	Click	100%	0'	32.5	8	0	360	Target	0°	1	—

BOOSTS ALLOWED: Accuracy, Recharge, Endurance Discount, Damage, Knockback POWER HELP TEXT: You can place a Time Bomb on the ground. The Time Bomb will detonate 15 seconds after being placed, resulting in a massive explosion that can devastate all nearby foes and send them flying. The Time Bomb is small and almost impossible to detect. However, it is fragile and may be set off by an enemy's explosion. Even if destroyed, it will still detonate. The Time Bomb explodes 2 seconds after being created. Damage: Extreme, Recharge: Very Long EFFECTS: 169.15 Lethal damage when trap activated; 112.77 Fire damage when trap is activated; 80% of 32' Knockback when trap is activated; 19% chance of dropping a toggle when trap is activated.





POWER SETS

PRIMARY POWERS

FIRE CONTROL

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Ring of Fire	0	Click	120%	80'	7.8	0	1.17	4	0'	0°	0	Ranged, Fire
BOOSTS ALLOWED: Accuracy, Damage, Recharge, Endurance Discount, Range, Immobilize POWER HELP TEXT: This power Immobilizes your target in a Ring of Fire, dealing Fire damage over time. More resilient foes may require multiple Rings of Fire to Immobilize. Damage: Moderate (DoT), Recharge: Fast EFFECTS: 7.95 Fire damage every 2 seconds for 10 seconds; 100% chance for a 15-second Immobilize of 5.96 strength versus critters only; 100% chance for a 10-second Immobilize of 7.45 strength versus players only; Domination—100% chance for a 22.5-second Immobilize of 5.96 strength versus critters only; Domination—100% chance for a 15-second unresistible Immobilize of 7.45 strength versus players only.											
Char	0	Click	120%	80'	8.528	0	1.07	8	0'	0°	0	Ranged, Fire
BOOSTS ALLOWED: Accuracy, Recharge, Endurance Discount, Range, Hold, Damage POWER HELP TEXT: Char incapacitates a distant foe with smoldering soot and cinders. The target is left helpless, choking on the soot. Damage: Moderate (DoT), Recharge: Moderate EFFECTS: 7.95 Fire damage every 1 second for 5 seconds; 100% chance for a 12-second Hold of 4.47 strength versus critters only; 100% chance for an 8-second Hold of 5.96 strength versus players only; Domination—100% chance for an 18-second Hold of 4.47 strength versus critters only; Domination—100% chance for a 12-second unresistible Hold of 5.96 strength versus players only.											
Fire Cages	1	Click	90%	80'	15.6	0	1.03	8	30'	0°	10	AoE, Fire
BOOSTS ALLOWED: Accuracy, Damage, Recharge, Endurance Discount, Range, Immobilize POWER HELP TEXT: This power immobilizes a group of foes in Fire Cages, dealing Fire damage over time. More resilient foes may require multiple Fire Cages to Immobilize. Fire Cages is slower and less damaging than Ring of Fire but can capture multiple targets. Damage: Minor (DoT), Recharge: Moderate EFFECTS: 3.97 Fire damage every 2 seconds for 6 seconds; 100% chance for a 15-second Immobilize of 4.47 strength versus critters only; 100% chance for a 10-second Immobilize of 7.45 strength versus players only; Domination—100% chance for a 22.5-second Immobilize of 4.47 strength versus critters only; Domination—100% chance for a 15-second unresistible Immobilize of 7.45 strength versus players only.											
Smoke	5	Click	100%	80'	7.8	0	1.17	15	35'	0°	10	—
BOOSTS ALLOWED: Accuracy, Recharge, Endurance Discount, Debuff To Hit POWER HELP TEXT: This power covers all foes near your target in clouds of Smoke. Your enemies are so blinded that they can hardly see a thing. Most foes will not be able to see past normal melee range, although some may have better Perception. If the affected targets are attacked, they will be alerted to your presence but will suffer a penalty to Accuracy. Recharge: Slow EFFECTS: 90% Perception decrease for 60 seconds versus critters only; 90% Perception decrease for 60 seconds versus players only; 3.75% Defense decrease for 20 seconds versus critters only; 3.75% Defense decrease for 20 seconds versus players only.											
Hot Feet	7	Toggle	100%	0'	2.08	0	1.47	20	20'	0°	10	AoE, Fire
BOOSTS ALLOWED: Accuracy, Damage, Recharge, Endurance Discount, Slow POWER HELP TEXT: While Hot Feet is active, you heat the earth in a large area around yourself. Enemy movement is Slowed as they attempt to flee the immediate area. All foes in the affected area suffer some damage over time. You cannot fly and must be near the ground to use this power. You must be on the ground to use this power. Damage: Minor (DoT), Recharge: Slow EFFECTS: 9.03 Fire damage; disable Flight; 70% Run and Jump Speed reduction.											
Flashfire	11	Click	80%	70'	15.6	0	2.37	90	25'	0°	10	AoE, Fire
BOOSTS ALLOWED: Accuracy, Damage, Recharge, Endurance Discount, Range, Disorient POWER HELP TEXT: You can bring forth a Flashfire to Disorient a group of foes and deal some damage over time. The target must be on the ground in order for you to activate Flashfire. Damage: Minor (DoT), Recharge: Slow EFFECTS: 2.16 Fire damage every 1 second for 5 seconds; 100% chance for an 8-second Disorient of 4.47 strength versus critters only; 100% chance for a 6-second Disorient of 5.96 strength versus players only; Domination—100% chance for a 12-second Disorient of 4.47 strength versus critters only; Domination—100% chance for a 9-second unresistible Disorient of 5.96 strength versus players only.											
Cinders	17	Click	80%	0'	15.6	0	1.07	240	30'	0°	10	AoE, Fire
BOOSTS ALLOWED: Accuracy, Recharge, Endurance Discount, Range, Hold POWER HELP TEXT: This power incapacitates foes around the caster by whirling Cinders around them. The targets are left helpless, choking on the soot. Recharge: Very Long EFFECTS: 100% chance for an 8-second Hold of 4.47 strength versus critters only; 100% chance for a 6-second Hold of 5.96 strength versus players only; Domination—100% chance for a 12-second Hold of 4.47 strength versus critters only; Domination—100% chance for a 9-second unresistible Hold of 5.96 strength versus players only.											
Bonfire	25	Click	200%	70'	13	0	3.07	60	0'	0°	0	—
BOOSTS ALLOWED: Recharge, Endurance Discount, Range, Damage, Knockback POWER HELP TEXT: You can create a Bonfire that knocks back and burns any foes who try to pass through it. Recharge: Long EFFECTS: 5.62 Fire damage every second; 100% chance for a Knockback.											
Fire Imps	31	Click	200%	60'	26	0	2.03	240	0'	0°	0	—
BOOSTS ALLOWED: Recharge, Endurance Discount, Range, Damage, Accuracy POWER HELP TEXT: You can craft three small Fire Imps out of pure flame in a targeted location. Fire Imps will viciously attack any nearby foes, but they possess only the most basic instincts. Fire Imps can be healed and buffed like any teammate. Recharge: Very Long EFFECTS: Summon Fire Imps.											
Fire Imps (Brawl)	0	Click	120%	5'	0	0	0.67	4	0'	0°	0	Melee, Smashing, Fire
BOOSTS ALLOWED: Damage, Accuracy POWER HELP TEXT: — EFFECTS: 28.19 Smashing damage per attack; 11.27 Fire damage every .5 second for 1.5 seconds per attack.											
Fire Imps (Resistance)	0	Auto	100%	0'	0	0	0.5	0	0'	0°	0	—
BOOSTS ALLOWED: — POWER HELP TEXT: — EFFECTS: 40% Fire resistance.												

GRAVITY CONTROL

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Crush	0	Click	120%	80'	7.8	0	1.33	4	0'	0°	0	Ranged, Smashing

BOOSTS ALLOWED: Accuracy, Damage, Endurance Discount, Range, Immobilize, Recharge, Slow POWER HELP TEXT: Crush creates a localized gravitational field strong enough to Immobilize a single foe. Crush can also bring down flying entities. This power deals Smashing damage over time and can Slow the movement of targets that escape its grasp. Damage: Moderate (DoT), Recharge: Fast EFFECTS: 7.22 Smashing damage every 2 seconds for 10 seconds; 100% chance for a 15-second Immobilize of 5.96 strength versus critters only; 100% chance for a 10-second Immobilize of 7.45 strength versus players only; Domination—100% chance for a 22.5-second Immobilize of 5.96 strength versus critters only; Domination—100% chance for a 15-second unresistible Immobilize of 7.45 strength versus players only; 50% Run, Fly, and Jump Speed decrease for 15 seconds; disable Flight.

Lift	0	Click	100%	80'	6.864	0	1.03	6	0'	0°	0	Ranged, Smashing

BOOSTS ALLOWED: Accuracy, Damage, Recharge, Endurance Discount, Range, Knockback POWER HELP TEXT: Lift negates the gravity around a single target. Lift violently sends an enemy straight into the air, then slams him or her to the ground for Smashing damage. This power can bring flying foes to the ground. Damage: Moderate, Recharge: Moderate EFFECTS: 28.91 Smashing damage; 100% chance for a Knockup; disable Flight.

Gravity Distortion	1	Click	120%	80'	8.528	0	1.83	8	0'	0°	0	Ranged, Smashing

BOOSTS ALLOWED: Accuracy, Recharge, Endurance Discount, Range, Hold, Damage, Slow POWER HELP TEXT: Gravity Distortion causes a single foe to be trapped in a misshapen gravity field, unable to take action. This power deals Smashing damage to the target. Damage: Moderate (DoT), Recharge: Moderate EFFECTS: 7.95 Smashing damage every 1 second for 5 seconds; 100% chance for a 12-second Hold of 4.47 strength versus critters only; 100% chance for an 8-second Hold of 5.96 strength versus players only; Domination—100% chance for an 18-second Hold of 4.47 strength versus critters only; Domination—100% chance for a 12-second unresistible Hold of 5.96 strength versus players only; 50% Run, Fly, and Jump Speed decrease for 12 seconds.

Propel	5	Click	100%	60'	9.36	0	3.5	8	0'	0°	0	Ranged, Smashing

BOOSTS ALLOWED: Accuracy, Damage, Recharge, Endurance Discount, Range, Knockback POWER HELP TEXT: You can open a gravitational rift and retrieve a heavy object, then Propel it at your foes for Smashing damage. Damage: Moderate, Recharge: Moderate EFFECTS: 70.84 Smashing damage; 100% chance for a Knockback.

Crushing Field	7	Click	90%	80'	15.6	0	1.33	8	30'	0°	10	AoE, Smashing

BOOSTS ALLOWED: Accuracy, Damage, Recharge, Endurance Discount, Range, Immobilize, Slow POWER HELP TEXT: Creates a large gravitational field strong enough to Immobilize multiple foes. Crushing Field can also bring down flying entities. It's slower and less damaging than Crush, but it can capture multiple targets. Crushing Field deals Smashing damage over time and can Slow the movement of targets that escape its grasp. Damage: Minor (DoT), Recharge: Moderate EFFECTS: 3.61 Smashing damage every 2 seconds for 6 seconds; 100% chance for a 15-second Immobilize of 4.47 strength versus critters only; 100% chance for a 10-second Immobilize of 7.45 strength versus players only; Domination—100% chance for a 22.5-second Immobilize of 4.47 strength versus critters only; Domination—100% chance for a 15-second unresistible Immobilize of 7.45 strength versus players only; 50% Run, Fly, and Jump Speed decrease for 15 seconds; disable Flight.

Dimension Shift	11	Click	100%	60'	13	0	1.17	90	25'	0°	10	AoE

BOOSTS ALLOWED: Accuracy, Recharge, Endurance Discount, Range, Intangible POWER HELP TEXT: Your mastery of gravity allows you to manipulate dimensions, bringing multiple foes out of sync with reality. Your foes become completely intangible and cannot affect or be affected by those in normal space. Recharge: Slow EFFECTS: 100% chance for a 30-second Intangibility versus critters only; 100% chance for a 10-second Intangibility versus players only.

Gravity Distortion Field	17	Click	80%	80'	15.6	0	1.83	240	20'	0°	10	AoE

BOOSTS ALLOWED: Accuracy, Recharge, Endurance Discount, Range, Hold, Slow POWER HELP TEXT: This power creates a large, intensely misshapen Gravity Distortion Field that encompasses several foes, rendering them unable to take any action. Recharge: Very Long EFFECTS: 100% chance for an 8-second Hold of 4.47 strength versus critters only; 100% chance for a 6-second Hold of 5.96 strength versus players only; Domination—100% chance for a 12-second Hold of 4.47 strength versus critters only; Domination—100% chance for a 9-second unresistible Hold of 5.96 strength versus players only; 50% Run, Fly, and Jump Speed decrease for 12 seconds.

Wormhole	25	Click	100%	80'	15.6	0	3	90	15'	0°	10	AoE

BOOSTS ALLOWED: Accuracy, Recharge, Endurance Discount, Range, Knockback, Disorient POWER HELP TEXT: You can open a gravitational Wormhole behind a target and violently push your foe, and all those nearby, through it. The victims are sent flying out the other end of the Wormhole and are left Disoriented. You determine the location of the Wormhole's end and can place it high in the air if desired. More powerful foes may be resistant to the Wormhole effects. Recharge: Slow EFFECTS: 100% chance for a 10-second Disorient of 4.47 strength versus critters only; 100% chance for an 8-second Disorient of 5.96 strength versus players only; Domination—100% chance for a 15-second Disorient of 4.47 strength versus critters only; Domination—100% chance for a 12-second unresistible Disorient of 5.96 strength versus players only; 100% chance for a Knockback.

Singularity	31	Click	100%	60'	20.8	0	2.03	240	0'	0°	0	—

BOOSTS ALLOWED: Recharge, Endurance Discount, Range, Hold, Damage, Accuracy, Immobilize, Intangible, Knockback POWER HELP TEXT: You can create a very powerful gravitational Singularity. The Singularity will engage your foes, assaulting them with various gravity powers. Any foes that attempt to approach the Singularity will be violently hurled away. The Singularity cannot be healed but is highly resistant to all forms of damage and nearly impervious to controlling-type powers. Recharge: Very Long EFFECTS: Summon Singularity.

Singularity (Repel)	0	Auto	100%	0'	0	0	0	0	7'	0°	∞	—

BOOSTS ALLOWED: Knockback POWER HELP TEXT: — EFFECTS: 100% chance for a Knockback.

Singularity (Crush)	0	Click	120%	60'	0	0	3.1	4	0'	0°	0	—

BOOSTS ALLOWED: Accuracy, Damage, Range, Immobilize, Recharge POWER HELP TEXT: — EFFECTS: 9.02 Smashing damage every 2 seconds for 10 seconds; 100% chance for a 15-second Immobilize of 6.16 strength versus critters only; 20% chance for a 10-second Immobilize of 1.54 strength versus critters only; 100% chance for a 15-second Immobilize of 6.16 strength versus players only; 50% Run, Fly, and Jump Speed decrease for 15 seconds; disable Flight.

Singularity (Lift)	0	Click	100%	60'	0	0	1.03	6	0'	0°	0	—

BOOSTS ALLOWED: Accuracy, Damage, Recharge, Range, Knockback POWER HELP TEXT: — EFFECTS: 36.08 Smashing damage; 100% chance for a Knockup; disable Flight.





GRAVITY CONTROL CONT.

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Singularity (Gravity Distortion)	0	Click	120%	60'	0	0	3.2	8	0'	0°	0	—
BOOSTS ALLOWED: Accuracy, Recharge, Range, Hold, Damage POWER HELP TEXT: — EFFECTS: 100% chance for a 12-second Hold of 4.47 strength versus critters only; 20% chance for a 9-second Hold of 1.54 strength versus critters only; 100% chance for an 8-second Hold of 5.39 strength versus players only; 50% Run, Fly, and Jump Speed decrease for 12 seconds.												
Singularity (Resistance)	0	Auto	100%	0'	0	0	0.5	0	0'	0°	0	—
BOOSTS ALLOWED:— POWER HELP TEXT: — EFFECTS: 50% Smashing, Lethal, Fire, Cold, Energy and Negative Energy resistance; 100% Psionic and Toxic resistance; protection versus Hold, Sleep, Immobilize, Disorient Knockback, Knockup, Repel.												

ICE CONTROL

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Chilblain	0	Click	120%	80'	7.8	0	1.17	4	0'	0°	0	Ranged, Cold
BOOSTS ALLOWED: Accuracy, Damage, Recharge, Endurance Discount, Range, Immobilize, Slow POWER HELP TEXT: Chilblain Immobilizes your target in an icy trap, dealing some Cold damage over time and slightly slowing the target's attack and movement speed. Damage: Moderate (DoT), Recharge: Fast EFFECTS: 7.22 Cold damage every 2 seconds for 10 seconds; 100% chance for a 15-second Immobilize of 5.96 strength versus critters only; 100% chance for a 10-second Immobilize of 7.45 strength versus players only; Domination—100% chance for a 22.5-second Immobilize of 5.96 strength versus critters only; Domination—100% chance for a 15-second unresistible Immobilize of 7.45 strength versus players only; 30% Run, Fly, and Jump Speed decrease for 18 seconds; 30% recharge decrease for 18 seconds; disable Flight.												
Block of Ice	0	Click	120%	80'	8.528	0	1.87	8	0'	0°	0	Ranged, Cold
BOOSTS ALLOWED: Accuracy, Recharge, Endurance Discount, Range, Hold, Damage, Slow POWER HELP TEXT: You can freeze a single foe in a Block of Ice. The target is frozen solid, helpless, and can be attacked. More powerful foes may not be Held, but all affected targets will be Slowed and take some Cold damage. Damage: Moderate, Recharge: Moderate EFFECTS: 36.14 Cold damage; 100% chance for a 12-second Hold of 4.47 strength versus critters only; 100% chance for an 8-second Hold of 5.96 strength versus players only; Domination—100% chance for an 18-second Hold of 4.47 strength versus critters only; Domination—100% chance for a 12-second unresistible Hold of 5.96 strength versus players only; 30% Run, Fly, and Jump Speed decrease for 18 seconds; 30% recharge decrease for 18 seconds.												
Frostbite	1	Click	90%	80'	15.6	0	2.07	8	30'	0°	10	AoE, Cold
BOOSTS ALLOWED: Accuracy, Damage, Recharge, Endurance Discount, Range, Immobilize, Slow POWER HELP TEXT: Immobilizes a group of foes in icy traps. Deals minimal Cold damage over time and slightly Slows the targets. Slower and less damaging than Chilblain, Frostbite can capture multiple targets. More resilient foes may only be Slowed. Damage: Minor (DoT), Recharge: Moderate EFFECTS: 3.61 Cold damage every 2 seconds for 6 seconds; 100% chance for a 15-second Immobilize of 4.47 strength versus critters only; 100% chance for a 10-second Immobilize of 7.45 strength versus players only; Domination—100% chance for a 22.5-second Immobilize of 4.47 strength versus critters only; Domination—100% chance for a 15-second unresistible Immobilize of 7.45 strength versus players only; 30% Run, Fly, and Jump Speed decrease for 15 seconds; 30% recharge decrease for 15 seconds; disable Flight.												
Arctic Air	5	Toggle	100%	0'	2.08	0	2.03	15	25'	0°	0	—
BOOSTS ALLOWED: Recharge, Endurance Discount, Slow, Confuse, Fear POWER HELP TEXT: While this power is active, you are surrounded in a fog of Arctic Air that dramatically Slows the attack and movement speed of nearby foes. The chill of Arctic Air is so bitter that many foes are forced to flee, albeit very slowly, from the immediate area. Others may attack their own allies, as the fog from the Arctic Air is thick and can cause much Confusion. The cold air can also reduce the stealth capability of affected foes. Recharge: Slow EFFECTS: 65% Run, Fly, and Jump Speed decrease for 15 seconds; 50% recharge decrease; Stealth reduction; 50% chance for a 2-second flee of 4.47 strength; 30% chance for a 2-second Confuse of 4.47 strength.												
Shiver	7	Click	100%	60'	10.4	0	2.17	30	60'	135°	10	AoE, Cold
BOOSTS ALLOWED: Accuracy, Recharge, Endurance Discount, Range, Slow POWER HELP TEXT: You can blast forth a wide cone of chilling air that dramatically Slows the movement and attack rate of nearby foes. Recharge: Slow EFFECTS: 65% Run, Fly, and Jump Speed decrease for 18 seconds; 65% recharge decrease for 18 seconds.												
Ice Slick	11	Click	100%	60'	10.4	0	3.1	90	0'	0°	0	—
BOOSTS ALLOWED: Recharge, Endurance Discount, Range POWER HELP TEXT: You can create a large patch of ice at a targeted area, causing all foes that pass through it to lose their footing. Those caught in the Ice Slick are dramatically Slowed and tend to fall down. Recharge: Slow EFFECTS: 90% Run Speed decrease; Knockdown.												
Flash Freeze	17	Click	100%	60'	15.6	0	2.37	90	25'	0°	10	AoE, Cold
BOOSTS ALLOWED: Accuracy, Damage, Recharge, Endurance Discount, Range, Sleep POWER HELP TEXT: You can Flash Freeze a large patch of ground beneath a targeted foe, instantly forming dozens of deadly ice shards that do Cold damage to all enemies in the area. The victims are left trapped within the icicles but can break free if disturbed. Only targets near the ground can be affected. Damage: Minor, Recharge: Slow EFFECTS: 3.61 Lethal damage; 3.61 Cold damage; 100% chance for a 12-second Sleep of 4.47 strength versus critters only; 100% chance for an 8-second Hold of 5.96 strength versus players only; Domination—100% chance for an 18-second Hold of 4.47 strength versus critters only; Domination—100% chance for a 12-second unresistible Hold of 5.96 strength versus players only.												
Glacier	25	Click	80%	0'	15.6	0	2.03	240	30'	0°	10	AoE, Cold
BOOSTS ALLOWED: Accuracy, Recharge, Endurance Discount, Hold, Slow POWER HELP TEXT: You can freeze all foes around yourself in blocks of glacial ice. The targets are frozen solid, helpless, and can be attacked. Even after the victims emerge, they remain chilled and their attack speed and movement speed are Slowed for a while. This power can only be cast near the ground. Recharge: Very Long EFFECTS: 100% chance for an 8-second Hold of 4.47 strength versus critters only; 100% chance for a 6-second Hold of 5.96 strength versus players only; Domination—100% chance for a 12-second Hold of 4.47 strength versus critters only; Domination—100% chance for a 9-second unresistible Hold of 5.96 strength versus players only; 50% Run, Fly, and Jump Speed decrease for 18 seconds; 50% recharge decrease for 18 seconds.												

ICE CONTROL CONT.

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Jack Frost	31	Click	100%	60'	20.8	0	1.87	240	0'	0°	0	—
BOOSTS ALLOWED: Recharge, Endurance Discount, Range, Hold, Damage, Accuracy, Slow POWER HELP TEXT: You can create a very powerful entity of animated ice at a targeted location. Jack Frost possesses several ice powers to attack any nearby foes and can be healed and buffed like any teammate. Recharge: Very Long EFFECTS: Summon Jack Frost.												
Jack Frost (Ice Sword)	0	Click	100%	5'	0	0	1.83	4	0'	0°	0	Melee, Lethal, Cold
BOOSTS ALLOWED: Damage, Accuracy, Slow POWER HELP TEXT: — EFFECTS: 28.19 Lethal damage; 28.19 Cold damage; 10% Run, Fly, and Jump Speed decrease for 6 seconds; 10% recharge decrease for 6 seconds.												
Jack Frost (Ice Bolt)	0	Click	100%	80'	0	0	1.17	4	0'	0°	0	Ranged, Smashing, Cold
BOOSTS ALLOWED: Accuracy, Damage, Recharge, Endurance Discount, Range, Slow POWER HELP TEXT: — EFFECTS: 9.02 Smashing damage; 36.08 Cold damage; 10% Run, Fly, and Jump Speed decrease for 6 seconds; 10% recharge decrease for 6 seconds.												
Jack Frost (Freezing Touch)	0	Click	100%	5'	0	0	1	16	0'	0°	0	Melee, Cold
BOOSTS ALLOWED: Accuracy, Damage, Recharge, Endurance Discount, Hold POWER HELP TEXT: — EFFECTS: 15.78 Cold damage every 1 second for 6 seconds; 100% chance for a 10-second Hold of 4.62 strength.												
Jack Frost (Greater Ice Sword)	0	Click	100%	5'	0	0	2.87	12	0'	0°	0	Melee, Lethal, Cold
BOOSTS ALLOWED: Damage, Accuracy, Slow POWER HELP TEXT: — EFFECTS: 56.38 Lethal damage; 72.16 Cold damage; 20% Run, Fly, and Jump Speed decrease for 10 seconds; 20% recharge decrease for 10 seconds.												
Jack Frost (Chilling Embrace)	0	Auto	100%	0'	0	0	0.73	2	10'	0°	10	AoE, Cold
BOOSTS ALLOWED: Slow POWER HELP TEXT: — EFFECTS: 70% Run, Fly, and Jump Speed decrease; 50% recharge decrease.												
Jack Frost (Resistance)	0	Auto	100%	0'	0	0	0.5	0	0'	0°	0	—
BOOSTS ALLOWED: — POWER HELP TEXT: — EFFECTS: 60% Cold resistance; 10% Fire resistance; protection versus Sleep, Disorient.												

MIND CONTROL

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Mesmerize	0	Click	110%	100'	5.2	0	1.67	6	0'	0°	0	Psionic
BOOSTS ALLOWED: Accuracy, Damage, Endurance Discount, Range, Sleep POWER HELP TEXT: Mesmerize assails a target with painful psychic energy, resulting in unconsciousness. The target will remain asleep for some time but will awaken if attacked. Damage: Moderate, Recharge: Moderate EFFECTS: 36.14 Psionic damage; 100% chance for a 30-second Sleep of 5.21 strength versus critters only; 100% chance for a 10-second Sleep of 5.96 strength versus players only; Domination—100% chance for a 45-second Sleep of 5.21 strength versus critters only; Domination—100% chance for a 15-second Sleep of 5.96 strength versus players only.												
Levitate	0	Click	100%	80'	6.864	0	1.87	6	0'	0°	0	Psionic
BOOSTS ALLOWED: Accuracy, Damage, Recharge, Endurance Discount, Range, Knockback POWER HELP TEXT: You can send a single target violently into the air, then slam your foe to the ground for Smashing damage. This power can bring flying foes to the ground. Damage: Moderate, Recharge: Moderate EFFECTS: 47.71 Smashing damage; 100% chance for a Knockup; disable Flight.												
Dominate	1	Click	120%	80'	8.528	0	1.1	8	0'	0°	0	Psionic
BOOSTS ALLOWED: Accuracy, Recharge, Endurance Discount, Range, Hold, Damage POWER HELP TEXT: Dominate painfully tears at the mind of a single foe. It deals Psionic damage and renders a foe helpless, lost in his or her own mind and unable to put up any defense. Damage: Moderate, Recharge: Moderate EFFECTS: 36.14 Psionic damage; 100% chance for a 12-second Hold of 4.47 strength versus critters only; 100% chance for a 12-second Hold of 5.96 strength versus players only; Domination—100% chance for a 18-second Hold of 4.47 strength versus critters only; Domination—100% chance for a 12-second unresistible Hold of 5.96 strength versus players only.												
Confuse	5	Click	120%	80'	8.528	0	3.37	8	0'	0°	0	Psionic
BOOSTS ALLOWED: Accuracy, Recharge, Endurance Discount, Range, Confuse POWER HELP TEXT: You can Confuse an enemy into believing his or her friends are not who they appear to be. If the Confuse is successful, the enemy will ignore you and attack those friends. If you Confuse someone before you've been noticed, your presence will continue to be masked. You will not receive any Experience Points for foes defeated entirely by a Confused enemy. Recharge: Moderate EFFECTS: 100% chance for a 20-second Confuse of 4.47 strength; Domination—100% chance for a 30-second Confuse of 4.47 strength versus critters only; Domination—100% chance for a 30-second Confuse of 5.96 strength versus players only.												
Mass Hypnosis	7	Click	100%	80'	15.6	0	2.03	45	25'	0°	10	Psionic
BOOSTS ALLOWED: Accuracy, Recharge, Endurance Discount, Range, Sleep POWER HELP TEXT: Hypnotizes a group of foes at a distance and puts them to Sleep. The targets will remain asleep for some time but will awaken if attacked. This power deals no damage, but if done discreetly, the targets will never be aware of your presence. Recharge: Slow EFFECTS: 100% chance for a 12-second Sleep of 4.47 strength versus critters only; 100% chance for an 8-second Sleep of 5.96 strength versus players only; Domination—100% chance for an 18-second Sleep of 4.47 strength versus critters only; Domination—100% chance for a 12-second Sleep of 5.96 strength versus players only.												





MIND CONTROL CONT.

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Telekinesis	11	Toggle	100%	50'	1.56	0	0.3	60	10'	0°	5	—

BOOSTS ALLOWED: Recharge, Endurance Discount, Range POWER HELP TEXT: Telekinesis lifts a foe and any nearby foes off the ground and repels them. The targets are helpless, unable to take action, and will continue to hover away, picking up any passing targets, as long as you keep this power active. Keeping up this level of concentration costs a lot of Endurance. Recharge: Slow EFFECTS: 100% chance to Repel; 100% chance for a Hold of 4.47 strength versus critters only; 100% chance for a Hold of 2.23 strength versus players only; Domination—100% chance for Hold of 4.47 strength versus critters only; Domination—100% chance for unresistible Hold of 2.23 strength versus players only.

Total Domination	17	Click	80%	80'	15.6	0	2.03	240	20'	0°	10	Psionic

BOOSTS ALLOWED: Accuracy, Recharge, Endurance Discount, Range, Hold POWER HELP TEXT: This power tears at the mind of a target foe and those nearby. Total Domination renders all affected foes helpless, lost in their own minds and unable to defend themselves. Recharge: Very Long EFFECTS: 100% chance for an 8-second Hold of 4.47 strength versus critters only; 100% chance for a 6-second Hold of 5.96 strength versus players only; Domination—100% chance for a 12-second Hold of 4.47 strength versus critters only; Domination—100% chance for a 9-second unresistible Hold of 5.96 strength versus players only.

Terrify	25	Click	90%	60'	20.8	0	2.03	40	60'	90°	10	Psionic

BOOSTS ALLOWED: Accuracy, Damage, Recharge, Endurance Discount, Range, Fear, Debuff To Hit POWER HELP TEXT: This power Terrifies foes within a cone area in front of you, causing them to tremble in Fear uncontrollably. The effect is so frightening and overwhelming that the target takes real damage from the physiological response to this Psionic attack. Damage: Minor, Recharge: Slow EFFECTS: 36.14 Psionic damage; 100% chance for a 15-second Fear of 4.47 strength versus critters only; 100% chance for a 7-second Fear of 5.96 strength versus players only; Domination—100% chance for a 22.5-second Fear of 4.47 strength versus critters only; Domination—100% chance for a 9-second unresistible Fear of 5.96 strength versus players only.

Mass Confusion	31	Click	80%	80'	26	0	1.67	240	25'	0°	16	Psionic

BOOSTS ALLOWED: Accuracy, Recharge, Endurance Discount, Range, Confuse POWER HELP TEXT: You can cause Mass Confusion within a group of foes, creating chaos. All affected foes will turn and attack each other, ignoring all your allies. If you Confused your foes before they noticed you, your presence will continue to go unnoticed. You will not receive any Experience Points for foes defeated entirely by Confused enemies. Recharge: Very Long EFFECTS: 100% chance for a 20-second Confuse of 4.47 strength; Domination—100% chance for a 30-second Confuse of 4.47 strength versus critters only; Domination—100% chance for a 30-second Confuse of 5.96 strength versus players only.

PLANT CONTROL

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Entangle	0	Click	120%	80'	7.8	0	1.2	4	0'	0°	0	Ranged, Lethal, Smashing

BOOSTS ALLOWED: Accuracy, Damage, Recharge, Endurance Discount, Range, Immobilize POWER HELP TEXT: A twisted mass of thorny roots Entangles your target's feet, resulting in Immobilization. The roots do Smashing and Lethal damage to the target over time. More resilient foes may require multiple applications to Immobilize. Entangle can Immobilize flying targets if they are near the ground when attacked. Target must be on or near the ground. Damage: Moderate (DoT), Recharge: Fast EFFECTS: 3.61 Smashing damage every 2 seconds for 10 seconds; 3.61 Lethal damage every 2 seconds for 10 seconds; 100% chance for a 15-second Immobilize of 5.96 strength versus critters only; 100% chance for a 10-second Immobilize of 7.45 strength versus players only; Domination—100% chance for a 22.5-second Immobilize of 5.96 strength versus critters only; Domination—100% chance for a 15-second unresistible Immobilize of 7.45 strength versus players only; disable Flight.

Strangler	0	Click	120%	80'	8.528	0	2.07	8	0'	0°	0	Ranged, Smashing

BOOSTS ALLOWED: Accuracy, Recharge, Endurance Discount, Range, Hold, Damage POWER HELP TEXT: Massive root-like vines strangle a distant foe. The target is Held helpless and slowly crushed by the vines. The target must be on the ground. Damage: Moderate (DoT), Recharge: Moderate EFFECTS: 7.95 Smashing damage every 1 second for 5 seconds; 100% chance for a 12-second Hold of 4.47 strength versus critters only; 100% chance for an 8-second Hold of 5.96 strength versus players only; Domination—100% chance for a 18-second Hold of 4.47 strength versus critters only; Domination—100% chance for a 12-second unresistible Hold of 5.96 strength versus players only.

Roots	1	Click	90%	80'	13	0	1.67	8	30'	0°	10	AoE, Lethal, Smashing

BOOSTS ALLOWED: Accuracy, Damage, Recharge, Endurance Discount, Range, Immobilize POWER HELP TEXT: This power Immobilizes a group of foes by entangling their feet in a twisted mass of thorny Roots. Roots is slower and does less damage than Entangle, but it can capture multiple foes in one attack. Like Entangle, Roots can Immobilize flying targets if they are near the ground when attacked. Targets must be on or near the ground. Damage: Moderate (DoT), Recharge: Fast EFFECTS: 3.61 Smashing damage every 2 seconds for 6 seconds; 3.61 Lethal damage every 2 seconds for 6 seconds; 100% chance for a 15-second Immobilize of 4.47 strength versus critters only; 100% chance for a 10-second Immobilize of 7.45 strength versus players only; Domination—100% chance for a 22.5-second Immobilize of 4.47 strength versus critters only; Domination—100% chance for a 15-second unresistible Immobilize of 7.45 strength versus players only; disable Flight.

Spore Burst	5	Click	100%	70'	13	0	1.37	45	25'	0°	10	AoE

BOOSTS ALLOWED: Accuracy, Recharge, Endurance Discount, Range, Sleep POWER HELP TEXT: You hurl a large fungi pod at your foes. This pod is full of spores that burst on impact, engulfing the target and all those nearby. All affected targets may succumb to the narcotic effect of the spores and fall asleep. The targets will remain asleep for some time but will awaken if attacked. Recharge: Slow EFFECTS: 100% chance for a 12-second Sleep of 4.47 strength versus critters only; 100% chance for an 8-second Sleep of 5.96 strength versus players only; Domination—100% chance for an 18-second Sleep of 4.47 strength versus critters only; Domination—100% chance for a 12-second Sleep of 5.96 strength versus players only.

Seeds of Confusion	7	Click	100%	50'	15.6	0	1.07	60	50'	60°	10	AoE

BOOSTS ALLOWED: Accuracy, Recharge, Endurance Discount, Range, Confuse POWER HELP TEXT: You throw a handful of seeds from a rare baffle plant at your foes. The seeds spread out in a wide cone and release a dusty chaff that contains a number of alkaloids and hallucinogenic compounds. Foes that come into contact with these seeds become violently Confused and will turn and attack each other, ignoring you and all your allies. You will not receive any Experience Points for foes defeated entirely by Confused enemies. Recharge: Very Long EFFECTS: 100% chance for a 20-second Confuse of 4.47 strength; Domination—100% chance for a 30-second Confuse of 4.47 strength versus critters only; Domination—100% chance for a 30-second Confuse of 5.96 strength versus players only.

PLANT CONTROL CONT.

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Spirit Tree	11	Click	100%	20'	13	0	3.2	200	0'	0°	0	—
BOOSTS ALLOWED: Recharge, Endurance Discount, Range, Heal POWER HELP TEXT: You can tap into the elusive and powerful energy of the World Tree and extract a Spirit Tree at a targeted location. The Spirit Tree is immobile but possesses incredible regenerative powers. The regeneration rate of you and your allies will be greatly increased as long as you are near the Spirit Tree. Recharge: Very Long EFFECTS: Increase regeneration 150%.												
Vines	17	Click	80%	80'	15.6	0	3.1	240	20'	0°	10	AoE
BOOSTS ALLOWED: Accuracy, Recharge, Endurance Discount, Range, Hold POWER HELP TEXT: This power creates a field of strangler Vines that can Hold multiple foes at range. The affected targets are held helpless by the massive root-like vines. Unlike the power Strangler, this power does not deal any damage, but it can Hold multiple foes at once. Targets must be on the ground. Recharge: Very Long EFFECTS: 100% chance for an 8-second Hold of 4.47 strength versus critters only; 100% chance for a 6-second Hold of 5.96 strength versus players only; Domination—100% chance for a 12-second Hold of 4.47 strength versus critters only; Domination—100% chance for a 9-second unresistible Hold of 5.96 strength versus players only.												
Carrion Creepers	25	Click	100%	80'	26	0	1.17	360	0'	0°	0	—
BOOSTS ALLOWED: Recharge, Endurance Discount, Range, Damage, Accuracy, Knockback, Slow, Immobilize POWER HELP TEXT: You can create a creeper patch at a targeted location. The patch will snag foes, Slowing their movement and preventing them from jumping or flying. Additionally, a creeper vine will burst from under each live and defeated foe in the area and start attacking your enemies. Creeper vines do minimal damage, but they can knock down your enemies, and their poisonous thorns can Slow your foes. Any foes that are defeated in the creeper patch will also produce a growth of Entangle roots that will Immobilize any enemies near the defeated foe. Recharge: Very Long EFFECTS: Summon Carrion Creepers.												
Carrion Patch (Entangle)	0	Auto	100%	0'	0	0	0	0	8'	0°	5	—
BOOSTS ALLOWED: Damage, Accuracy, Immobilize POWER HELP TEXT: — EFFECTS: 4.51 Smashing damage every 2 seconds for 5 seconds; 4.51 Lethal damage every 2 seconds for 5 seconds; 100% chance for a 15-second Immobilize of 6.16 strength versus critters only; 100% chance for a 10-second Immobilize of 6.16 strength versus players only; disable Flight.												
Carrion Vine (Vine Smash)	0	Click	100%	10'	5.2	0	0.9	4	0'	0°	0	Melee Attack, Smashing Attack
BOOSTS ALLOWED: Accuracy, Endurance Discount, Damage, Knockback, Slow POWER HELP TEXT: — EFFECTS: 11.27 Smashing damage; 90% chance for additional 5.63 Toxic damage every 1 second for 5 seconds; 20% Run, Fly, and Jump Speed decrease for 15 seconds; 20% recharge decrease for 15 seconds; disable Flight.												
Carrion Vine (Vine Thorns)	0	Click	100%	60'	5.2	0	0.83	4	0'	0°	0	Ranged Attack
BOOSTS ALLOWED: Accuracy, Endurance Discount, Damage, Slow POWER HELP TEXT: — EFFECTS: 4.51 Lethal damage; 90% chance for additional 4.51 Toxic damage every 1 second for 5 seconds; 20% Run, Fly, and Jump Speed decrease for 15 seconds; 20% recharge decrease for 15 seconds; disable Flight.												
Carrion Vine (Resistance)	0	Auto	100%	0'	0	0	0	0	0'	0°	0	—
BOOSTS ALLOWED:— POWER HELP TEXT:— EFFECTS: 40% Toxic, Psionic resistance; -10% Smashing resistance; -40% Lethal, Fire resistance; -20% Cold, Energy resistance; -30% Negative Energy resistance.												
Fly Trap	31	Click	100%	50'	26	0	1.17	240	0'	0°	0	—
BOOSTS ALLOWED: Recharge, Endurance Discount, Range, Damage, Accuracy, Immobilize, Debuff Defense POWER HELP TEXT: You can summon a giant carnivorous Fly Trap plant beast. Fly Trap may be an understatement, as this plant beast has a taste for flesh. The Fly Trap will viciously attack any nearby foes—biting, hurling poisonous thorns and even casting its own Entangle roots. The Fly Trap will fight by your side and can be healed and buffed like any teammate. Recharge: Very Long EFFECTS: Summon Fly Trap.												
Fly Trap (Entangle)	0	Click	120%	60'	7.8	0	1.2	16	10'	0°	0	Ranged, Fire
BOOSTS ALLOWED: Accuracy, Damage, Endurance Discount, Immobilize POWER HELP TEXT: — EFFECTS: 4.51 Smashing damage every 2 seconds for 10 seconds; 4.51 Lethal damage every 2 seconds for 10 seconds; 100% chance for a 15-second Immobilize of 6.16 strength versus critters only; disable Flight.												
Fly Trap (Thorny Darts)	0	Click	100%	80'	4.368	0	1.2	3	0'	0°	0	Ranged, Lethal
BOOSTS ALLOWED: Accuracy, Damage, Endurance Discount, Debuff Defense POWER HELP TEXT: — EFFECTS: 37.88 Lethal damage; 80% chance for additional 2.25 Toxic damage every 1 second for 4 seconds; 20% Defense decrease for 5 seconds.												
Fly Trap (Fling Thorns)	0	Click	100%	30'	13	0	1.2	12	30'	45°	10	AoE, Lethal
BOOSTS ALLOWED: Accuracy, Damage, Recharge, Endurance Discount, Range, Debuff Defense, Range POWER HELP TEXT: — EFFECTS: 40.59 Lethal damage; 80% chance for additional 4.51 Toxic damage every 1 second for 5 seconds; 20% Defense decrease for 8 seconds.												
Fly Trap (Bite)	0	Click	100%	5'	5.2	0	1.17	4	0'	0°	0	Melee, Lethal
BOOSTS ALLOWED: Accuracy, Damage, Recharge, Endurance Discount, Debuff Defense POWER HELP TEXT: — EFFECTS: 45.1 Lethal damage; 80% chance for additional 4.51 Toxic damage every 1 second for 4 seconds; 20% Defense decrease for 6 seconds.												
Fly Trap (Resistance)	0	Auto	100%	0'	0	0	0	0	0'	0°	0	—
BOOSTS ALLOWED:— POWER HELP TEXT:— EFFECTS: 40% Smashing, Toxic, Psionic resistance; -20% Fire, Cold, Negative Energy resistance.												

CITY OF VILLAINS
PRIMA OFFICIAL GAME GUIDE





ENERGY ASSAULT

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Power Bolt	0	Click	100%	80'	5.2	0	2	4	0'	0°	0	Ranged, Smashing, Energy
BOOSTS ALLOWED: Accuracy, Damage, Endurance Discount, Range, Knockback, Recharge POWER HELP TEXT: This quick attack rapidly hurls small bolts of energy at foes, sometimes knocking them down. It's fast, but does little damage. Damage: Minor, Recharge: Fast EFFECTS: 7.22 Smashing damage; 28.91 Energy damage; 20% chance for a Knockdown; 5% chance to drop toggle versus players only.												
Bone Smasher	1	Click	100%	5'	8.528	0	1.5	8	0'	0°	0	Melee, Smashing, Energy
BOOSTS ALLOWED: Accuracy, Damage, Recharge, Endurance Discount, Disorient POWER HELP TEXT: This melee attack can be slow, but it compensates by dealing a good amount of damage and having a better chance to Disorient than Whirling Hands. Damage: High, Recharge: Moderate EFFECTS: 38.92 Smashing damage; 24.91 Energy damage; 60% chance for an 8-second Disorient of strength 4.47 versus critters only; 60% chance for a 6-second Disorient of strength 4.47 versus players only; Domination—60% chance for 12-second Disorient of strength 4.47 versus critters only; Domination—60% chance for a 9-second unresistible Disorient of strength 4.47 versus players only; 5% chance to drop toggle versus players only.												
Power Push	3	Click	140%	70'	8.528	0	1.1	8	0'	0°	0	Ranged, Smashing, Energy
BOOSTS ALLOWED: Accuracy, Damage, Recharge, Endurance Discount, Range, Knockback POWER HELP TEXT: This ranged attack deals little damage but sends the target flying for a great distance. Damage: Minor, Recharge: Moderate EFFECTS: 7.22 Smashing damage; 7.22 Energy damage; 100% chance for a Knockback.												
Power Blast	9	Click	100%	80'	6.864	0	1.67	6	0'	0°	0	Ranged, Smashing, Energy
BOOSTS ALLOWED: Accuracy, Damage, Recharge, Endurance Discount, Range, Knockback POWER HELP TEXT: A much more powerful, yet slower version of Power Bolt, Power Blast sends a focused beam of energy at a foe that deal a Knockback. Damage: Moderate, Recharge: Moderate EFFECTS: 11.56 Smashing damage; 36.14 Energy damage; 30% chance for a Knockback.												
Power Boost	15	Click	100%	0'	7.8	0	1.17	120	0'	0°	0	—
BOOSTS ALLOWED: Endurance Discount, Recharge POWER HELP TEXT: This power greatly boosts the secondary effects of your powers. Your powers' effects—like Heals, Defense buffs, Endurance drains, Disorients, Holds, Immobilizes, Knockbacks, and more—are all improved. The effects of Power Boost last a short while, and only the next couple of attacks will be boosted. Recharge: Long EFFECTS: 10% increase to all secondary effects for 15 seconds.												
Whirling Hands	19	Click	100%	0'	13	0	1.67	14	8'	0°	10	Melee, Smashing, Energy
BOOSTS ALLOWED: Accuracy, Damage, Recharge, Endurance Discount, Disorient POWER HELP TEXT: By focusing your energy into the muscles in your arms, you can launch a dizzying flurry of attacks against every foe in melee range. Some foes may be hit hard enough to be Disoriented as well. Damage: Moderate, Recharge: Slow EFFECTS: 23.35 Smashing damage; 15.57 Energy damage; 30% chance for a 5-second Disorient of 2.98 strength.												
Total Focus	27	Click	120%	5'	18.512	0	3.3	20	0'	0°	0	Melee, Smashing, Energy
BOOSTS ALLOWED: Accuracy, Damage, Recharge, Endurance Discount, Disorient POWER HELP TEXT: Total Focus is complete mastery over Energy Assault. This melee attack is a very slow but incredibly devastating attack that can knock out most opponents, leaving them Disoriented. Due to the exhausting nature of Total Focus, recharge time is very long. Damage: Extreme, Recharge: Long EFFECTS: 38.92 Smashing damage; 99.65 Energy damage; 100% chance for a 10-second Disorient of 4.47 strength versus critters only; 100% chance for 6.67-second Disorient of 4.47 strength versus players only; Domination—100% chance for 15-second Disorient of 4.47 strength versus critters only; Domination—100% chance for 10-second unresistible Disorient of 4.47 strength versus players only; 64% chance to drop random toggle versus players only.												
Sniper Blast	34	Click	120%	150'	14.352	3	1.33	12	0'	0°	0	Ranged, Smashing, Energy
BOOSTS ALLOWED: Accuracy, Damage, Recharge, Endurance Discount, Range, Knockback, Interrupt POWER HELP TEXT: A focused Sniper Blast can travel great distances with high Accuracy. This is a sniper attack, best fired from a distance, as it can be interrupted. Damage: Superior, Recharge: Slow EFFECTS: 27.47 Smashing damage; 72.29 Energy damage; 50% chance for a Knockdown.												
Power Burst	37	Click	100%	20'	10.4	0	2	11	0'	0°	0	Ranged, Smashing, Energy
BOOSTS ALLOWED: Accuracy, Damage, Recharge, Endurance Discount, Range, Knockback POWER HELP TEXT: This is a short-range, devastating attack. Damage: High, Recharge: Slow EFFECTS: 36.14 Smashing damage; 40.48 Energy damage; 60% chance for a Knockback.												

FIERY ASSAULT

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Flares	0	Click	100%	60'	3.692	0	2.17	2.18	0'	0°	0	Ranged, Fire
BOOSTS ALLOWED: Accuracy, Damage, Endurance Discount, Range, Recharge POWER HELP TEXT: This quick attack throws Flares at the target. It causes little damage but is very fast. Damage: Minor, Recharge: Very Fast EFFECTS: 32.88 Fire damage.												
Incinerate	1	Click	100%	5'	8.528	0	1.67	8	0'	0°	0	Melee, Fire
BOOSTS ALLOWED: Accuracy, Damage, Recharge, Endurance Discount POWER HELP TEXT: Intense concentration can allow you to Incinerate an opponent at melee range. This will set your foe ablaze, dealing damage over time. Damage: High (DoT), Recharge: Slow EFFECTS: 7.04 Fire damage every .5 second for 5 seconds; 5% chance to drop random toggle versus players only.												

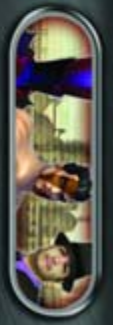
FIERY ASSAULT CONT.

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Fire Breath	3	Click	120%	40'	15.184	0	2.67	16	40'	30°	10	AoE, Fire
BOOSTS ALLOWED: Accuracy, Damage, Recharge, Endurance Discount, Range POWER HELP TEXT: You can breathe forth a torrent of fire that burns all foes within its narrow cone. This power is very accurate and very deadly at medium range. Damage: Moderate (DoT), Recharge: Slow EFFECTS: 21.14 Fire damage every 1 second for 3 seconds.												
Fire Blast	9	Click	100%	80'	5.2	0	1.2	4	0'	0°	0	Ranged, Fire
BOOSTS ALLOWED: Accuracy, Damage, Recharge, Endurance Discount, Range POWER HELP TEXT: Send a Fire Blast at a target and set your foe on fire for a short of time. Fire Blast has a slower recharge rate than Flares but does more damage. Damage: Moderate, Recharge: Fast EFFECTS: 36.14 Fire damage; 80% chance for additional 3.61 Fire damage every 1 second for 4 seconds.												
Fiery Embrace	15	Click	100%	0'	7.8	0	0.73	180	0'	0°	0	—
BOOSTS ALLOWED: Endurance Discount, Recharge POWER HELP TEXT: This power significantly boosts the damage of all your Fire attacks for quite a while and increases the damage of all your other non-Fire-based attacks for a short while. Recharge: Very Long EFFECTS: 100% Fire damage increase for 30 seconds; 80% Smashing, Lethal, Cold, Energy, Negative Energy, and Psionic damage increase for 30 seconds.												
Combustion	19	Click	100%	0'	13	0	3	15	15'	0°	10	AoE, Fire
BOOSTS ALLOWED: Accuracy, Damage, Endurance Discount, Recharge POWER HELP TEXT: Your mastery of fire allows you to violently raise the temperature around yourself in an attempt to spontaneously combust any nearby foes and set them ablaze, dealing damage over time. Damage: Moderate (DoT) Recharge: Slow EFFECTS: 19.46 Fire damage; 3.89 Fire damage every 1 second for 8 seconds.												
Consume	27	Click	100%	0'	0.52	0	2.03	180	20'	0°	10	AoE, Fire
BOOSTS ALLOWED: Accuracy, Recharge, Endurance Discount, Damage, Recovery POWER HELP TEXT: You can drain body heat from all nearby foes in order to replenish your own Endurance. The more foes affected, the more Endurance is gained. Foes suffer minimal Fire damage. Damage: Minor, Recharge: Very Long EFFECTS: 15.57 Fire damage; restore 20 Endurance per target hit.												
Blazing Bolt	34	Click	120%	150'	14.352	3	1.67	12	0'	0°	0	Ranged, Fire
BOOSTS ALLOWED: Accuracy, Damage, Recharge, Endurance Discount, Range, Interrupt POWER HELP TEXT: Blazing Bolt is a long-range beam of fire that blasts your foes. Like most sniper attacks, this power has a bonus to Accuracy, but it's best fired from a distance as it can be interrupted. Damage: Extreme, Recharge: Slow EFFECTS: 99.76 Fire damage; 80% chance for additional 5.42 Fire damage every 1 second for 4 seconds.												
Blaze	37	Click	100%	20'	10.4	0	1	10	0'	0°	0	Ranged, Fire
BOOSTS ALLOWED: Accuracy, Damage, Recharge, Endurance Discount, Range POWER HELP TEXT: Blaze is a short-range but devastating flame attack. Damage: High, Recharge: Slow EFFECTS: 76.62 Fire damage; 80% chance for additional 5.42 Fire damage every 1 second for 5 seconds; 64% chance to drop random toggle versus players only.												

ICY ASSAULT

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Ice Bolt	0	Click	100%	80'	5.2	0	1.17	4	0'	0°	0	Ranged, Smashing, Cold
BOOSTS ALLOWED: Accuracy, Damage, Recharge, Endurance Discount, Range, Slow POWER HELP TEXT: Ice Bolt quickly pelts an enemy with small icy daggers; their chill Slows a foe's attacks and movement for a time. Ice Bolt is fast but does little damage. Damage: Minor, Recharge: Fast EFFECTS: 7.22 Smashing damage; 28.91 Cold damage; 20% Run, Fly, and Jump Speed decrease for 6 seconds; 20% recharge decrease for 6 seconds.												
Ice Sword	1	Click	100%	5'	8.528	0	1.83	8	0'	0°	0	Melee, Lethal, Cold
BOOSTS ALLOWED: Accuracy, Damage, Recharge, Endurance Discount, Slow POWER HELP TEXT: You create a blade of solid ice that deals good damage. Being hit by this Ice Sword will Slow a target's movement and attack speed, due to the intense chill. Damage: Moderate, Recharge: Moderate EFFECTS: 24.91 Lethal damage; 38.92 Cold damage; 10% Run, Fly, and Jump Speed decrease for 8 seconds; 10% recharge decrease for 8 seconds; 5% chance to drop toggle versus players only.												
Ice Sword Circle	3	Click	100%	0'	18.512	0	4.17	20	10'	0°	10	Melee, Lethal, Cold
BOOSTS ALLOWED: Accuracy, Damage, Recharge, Endurance Discount POWER HELP TEXT: Mastery of your Ice Sword has enabled you to make an attack on every foe within melee distance. This will slash and chill your enemies, dealing moderate damage and slowing all affected targets' movement and attack speed. Damage: Moderate, Recharge: Slow EFFECTS: 30.16 Lethal damage; 30.16 Cold damage; 10% Run, Fly, and Jump Speed decrease for 8 seconds; 10% recharge decrease for 8 seconds.												
Ice Blast	9	Click	100%	80'	6.864	0	1	6	0'	0°	0	Ranged, Smashing, Cold
BOOSTS ALLOWED: Accuracy, Damage, Recharge, Endurance Discount, Range, Slow POWER HELP TEXT: Ice Blast hurls shards of ice at foes and Slows their attacks and movement for a time. It has a slower recharge than Ice Bolt but does more damage. Damage: Moderate, Recharge: Moderate EFFECTS: 11.56 Smashing damage; 36.14 Cold damage; 20% Run, Fly, and Jump Speed decrease for 10 seconds; 20% recharge decrease for 10 seconds.												
Power Boost	15	Click	100%	0'	7.8	0	1.17	120	0'	0°	0	—
BOOSTS ALLOWED: Endurance Discount, Recharge POWER HELP TEXT: This power greatly boosts the secondary effects of your powers. Your powers' effects—like Heals, Defense buffs, Endurance drains, Disorients, Holds, Immobilizes, Knockbacks, and more—are all improved. The effects of Power Boost last a short while, and only the next couple of attacks will be boosted. Recharge: Long EFFECTS: 10% increase to all secondary effects for 15 seconds.												





ICY ASSAULT CONT.

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Frost Breath	19	Click	120%	40'	15.184	0	2.67	16	40'	30°	10	AoE, Cold

BOOSTS ALLOWED: Accuracy, Damage, Recharge, Endurance Discount, Range, Slow POWER HELP TEXT: This power unleashes a cone of frosty breath that can Slow your opponents' movement and attacks. It's very accurate and very deadly at medium range. Damage: Moderate (DoT), Recharge: Slow EFFECTS: 25.3 Cold damage; 20% Run, Fly, and Jump Speed decrease for 10 seconds; 20% recharge decrease for 10 seconds.

Chilling Embrace	27	Toggle	100%	0'	0.13	0	0.73	2	10'	0°	10	AoE, Cold

BOOSTS ALLOWED: Endurance Discount, Recharge, Slow POWER HELP TEXT: While this is active, you dramatically lower the temperature around yourself, Slowing the attack rate of all nearby foes, as well as their movement speed. Recharge: Very Fast EFFECTS: 70% Run, Fly, and Jump Speed decrease; 50% recharge decrease.

Greater Ice Sword	34	Click	120%	5'	10.192	0	1.83	10	0'	0°	0	Melee, Lethal, Cold

BOOSTS ALLOWED: Accuracy, Damage, Recharge, Endurance Discount, Slow POWER HELP TEXT: Your mastery of the Ice Sword allows you to create an enhanced blade of solid ice that deals above-average damage. Being hit by the Greater Ice Sword will Slow a foe's attack and movement speed, due to the intense chill. Damage: High, Recharge: Slow EFFECTS: 37.36 Lethal damage; 38.92 Cold damage; 20% Run, Fly, and Jump Speed decrease for 10 seconds; 20% recharge decrease for 10 seconds; 64% chance to drop random toggle versus players only.

Bitter Ice Blast	37	Click	100%	50'	13	0	1.07	12	0'	0°	0	Ranged, Smashing, Cold

BOOSTS ALLOWED: Accuracy, Damage, Recharge, Endurance Discount, Range, Debuff To Hit, Slow POWER HELP TEXT: A slower yet more powerful version of Ice Blast, Bitter Ice Blast deals much more damage and can also reduce your enemy's Accuracy. Like other Ice Blast powers, Bitter Ice Blast can Slow a target's movement and attack speed. Damage: Superior, Recharge: Slow EFFECTS: 36.14 Smashing damage; 46.26 Cold damage; 7.5% To Hit decrease for 6 seconds; 20% Run, Fly, and Jump Speed decrease for 12 seconds; 20% recharge decrease for 12 seconds.

PSIONIC ASSAULT

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Psionic Dart	0	Click	100%	100'	5.2	0	1.33	1.5	0'	0°	0	Ranged, Psionic

BOOSTS ALLOWED: Accuracy, Damage, Endurance Discount, Range, Recharge POWER HELP TEXT: This basic attack does minor Psionic damage and can slightly reduce a target's attack speed. It has a very fast attack rate. Damage: Minor, Recharge: Fast EFFECTS: 21.68 Psionic damage; 30% recharge decrease for 5 seconds.

Mind Probe	1	Click	100%	5'	8.528	0	1.17	8	0'	0°	0	Melee, Psionic

BOOSTS ALLOWED: Accuracy, Damage, Endurance Discount, Range, Recharge POWER HELP TEXT: Grip the mind of your foe with a Mind Probe. You must be in close proximity to pull off this attack, which wreaks havoc on your foe's synapses, dealing moderate Psionic Damage while reducing attack speed. Damage: Moderate, Recharge: Moderate EFFECTS: 63.84 Psionic damage; 40% recharge decrease for 6 seconds; 5% chance to drop toggle versus players only.

Telekinetic Thrust	3	Click	100%	5'	6.864	0	2.07	6	0'	0°	0	Melee, Smashing, Psionic

BOOSTS ALLOWED: Accuracy, Damage, Recharge, Endurance Discount, Knockback POWER HELP TEXT: This focused attack or intense mental power violently sends a nearby foe flying. It deals minimal damage but can be very effective. Damage: Minor, Recharge: Moderate EFFECTS: 15.57 Smashing damage; 15.57 Psionic damage; 100% chance for a Knockback.

Mental Blast	9	Click	100%	100'	5.2	0	2.67	4	0'	0°	0	Ranged, Psionic

BOOSTS ALLOWED: Accuracy, Damage, Endurance Discount, Range, Recharge POWER HELP TEXT: This basic attack does moderate Psionic damage and can slightly reduce a target's attack speed. Damage: Moderate, Recharge: Fast EFFECTS: 36.14 Psionic damage; 30% recharge decrease for 6 seconds.

Psychic Scream	15	Click	100%	60'	11.856	0	2.67	12	60'	30°	10	AoE, Psionic

BOOSTS ALLOWED: Accuracy, Damage, Recharge, Endurance Discount, Range POWER HELP TEXT: This howl of Psionic energy resonates in the minds of all foes within its conical area of effect, inflicting moderate damage. Damage: Moderate, Recharge: Slow EFFECTS: 37.59 Psionic damage; 50% recharge decrease for 10 seconds.

Drain Psyche	19	Click	100%	0'	13	0	0.73	120	10'	0°	10	AoE, Psionic

BOOSTS ALLOWED: Endurance Discount, Recharge, Heal, Recovery, Accuracy POWER HELP TEXT: You drain the psyche of nearby foes, thus weakening their Hit Point regeneration and Endurance recovery and boosting your own. Recharge: Very Long EFFECTS: Increase regeneration 100% for 30 seconds; increase Endurance recovery 100% for 30 seconds; reduce regeneration by 5 versus critters only; reduce regeneration by 30 versus players only; reduce Endurance recovery by 5 versus critters only; reduce Endurance recovery by 30 versus players only.

Subdue	27	Click	100%	100'	8.528	0	1.67	8	0'	0°	0	Ranged, Psionic

BOOSTS ALLOWED: Accuracy, Damage, Recharge, Endurance Discount, Range, Immobilize POWER HELP TEXT: Subdue deals moderate Psionic damage and may leave the targeted foe Immobilized for a brief time. Immobilized foes cannot move but can still attack. Damage: Moderate, Recharge: Moderate EFFECTS: 59.27 Psionic damage; 80% chance for a 6-second Immobilize of 4.47 strength versus critters only; 80% chance for a 4-second Immobilize of 4.47 strength versus players only; Domination—80% chance for a 9-second Immobilize of 4.47 strength versus critters only; Domination—80% chance for a 6-second unresistible Immobilize of 4.47 strength versus players only.

Psionic Lance	34	Click	120%	175'	14.352	3	1	12	0'	0°	0	Ranged, Psionic

BOOSTS ALLOWED: Accuracy, Damage, Recharge, Endurance Discount, Range, Interrupt POWER HELP TEXT: This extremely long-range Psionic attack has a bonus to Accuracy and can Slow a target's attack rate. This is a sniper attack, best fired from a distance because it can be interrupted. Damage: Extreme, Recharge: Slow EFFECTS: 99.76 Psionic damage; 15% recharge decrease for 10 seconds.

PSIONIC ASSAULT CONT.

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Psychic Shockwave	37	Click	100%	0'	10.192	0	1.97	10	25'	0°	10	AoE, Psionic

BOOSTS ALLOWED: Accuracy, Damage, Recharge, Endurance Discount, Disorient POWER HELP TEXT: Psychic Shockwave is a devastating Psionic attack that wracks the minds of all nearby foes. Affected foes may have a reduced attack rate and may be left Disoriented. Damage: High, Recharge: Slow
EFFECTS: 70.84 Psionic damage; 25% chance for a 6-second Disorient of 2.98 strength versus critters only; 25% chance for a 4-second Disorient of 2.98 strength versus players only; Domination—25% chance for a 9-second Disorient of 2.98 strength versus critters only; Domination—25% chance for a 6-second unresistible Disorient of 2.98 strength versus players only; 50% recharge decrease for 20 seconds; 64% chance to drop random toggle versus players only.

THORNY ASSAULT

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Thorny Darts	0	Click	100%	80'	4.368	0	1.33	3	0'	0°	0	Ranged, Lethal

BOOSTS ALLOWED: Accuracy, Damage, Recharge, Endurance Discount, Range, Debuff Defense POWER HELP TEXT: This power hurls small Thorny Darts at your foes. They deal moderate damage. Poison from the darts deals additional Toxic damage and can reduce your foes' Defense. Damage: Moderate, Recharge: Fast
EFFECTS: 30.36 Lethal damage; 80% chance for 1.8 Toxic damage every 1 second for 4 seconds; 15% Defense decrease for 5 seconds.

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Skewer	1	Click	100%	5'	8.528	0	1.63	8	0'	0°	0	Melee, Lethal

BOOSTS ALLOWED: Accuracy, Damage, Recharge, Endurance Discount, Debuff Defense POWER HELP TEXT: You lunge forward with this melee attack and Skewer your foe with the large thorn on your arm. Skewer deals moderate damage and poisons your foe. Poison from the thorn deals additional Toxic damage and can reduce your foe's Defense. Damage: Moderate, Recharge: Fast EFFECTS: 63.84 Lethal damage; 80% chance for 3.89 Toxic damage every 1 second for 4 seconds; 7.5% Defense decrease for 6 seconds; 5% chance to drop toggle versus players only.

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Fling Thorns	3	Click	100%	30'	13	0	1.63	12	30'	90°	10	AoE, Lethal

BOOSTS ALLOWED: Accuracy, Damage, Recharge, Endurance Discount, Range, Debuff Defense POWER HELP TEXT: You can throw dozens of thorns in a wide cone in front of you, impaling foes caught within the area. These thorns deals moderate damage and poison any targets they hits. Thorn poison deals additional Toxic damage and can reduce your foes' Defense. Damage: Moderate, Recharge: Slow EFFECTS: 32.53 Lethal damage; 80% chance for 3.61 Toxic damage every 1 second for 5 seconds; 15% Defense decrease for 8 seconds.

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Impale	9	Click	100%	80'	6.864	0	2.43	6	0'	0°	0	Ranged, Lethal

BOOSTS ALLOWED: Accuracy, Damage, Recharge, Endurance Discount, Range, Debuff Defense, Slow, Immobilize POWER HELP TEXT: You can throw a small cluster of large thorns at a targeted foe. These thorns carry a large amount of the toxin. In addition to dealing Toxic damage, a successful attack can slow a target, preventing running, jumping, or flying. Most foes will likely be completely Immobilized, unable to run. Damage: Moderate, Recharge: Moderate EFFECTS: 47.71 Lethal damage; 80% chance for 3.61 Toxic damage every 1 second for 7 seconds; 100% chance for 15-second Immobilize of 4.47 strength versus critters only; 100% chance for 10-second Immobilize of 4.47 strength versus players only; disable Flight; 30% Run, Fly, and Jump Speed decrease for 15 seconds; 22.5% Defense decrease for 15 seconds.

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Aim	15	Click	100%	0'	5.2	0	1.17	90	0'	0°	0	—

BOOSTS ALLOWED: Recharge, Endurance Discount, Buff To Hit POWER HELP TEXT: Aim greatly increases the Accuracy of your attacks for a few seconds and slightly increases damage. Recharge: Long EFFECTS: 50% To Hit increase for 10 seconds; 50% damage increase for 10 seconds.

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Thorn Burst	19	Click	100%	0'	15.184	0	3	15	15'	0°	10	AoE, Lethal

BOOSTS ALLOWED: Accuracy, Damage, Recharge, Endurance Discount, Debuff Defense POWER HELP TEXT: You can explode dozens of thorns in all directions around you. These thorns travel only a short distance, but they can deal moderate damage and poison any target close to you. Toxic damage from the thorns can reduce the Defense of affected foes. Damage: Moderate, Recharge: Slow EFFECTS: 35.03 Lethal damage; 80% chance for 3.89 Toxic damage every 1 second for 4 seconds; 22.5% Defense decrease for 10 seconds.

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Thorntrops	27	Click	100%	25'	7.8	0	1.63	45	0'	0°	0	—

BOOSTS ALLOWED: Recharge, Endurance Discount, Range, Damage, Slow POWER HELP TEXT: You fling dozens of thorns into the ground at a targeted location. The small thorns pepper the ground over a large area. Enemies that pass over the Thorntrops will be forced to move at a slower rate. They will also take some trivial Lethal damage over time. Damage: Minor (DoT), Recharge: Slow EFFECTS: 2.81 Lethal damage every 1 second; 80% Run Speed decrease.

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Ripper	34	Click	100%	5'	11.024	0	2.17	11	5'	90°	5	Melee, Lethal

BOOSTS ALLOWED: Accuracy, Damage, Recharge, Endurance Discount, Knockback, Debuff Defense POWER HELP TEXT: You can unleash a spectacular slashing maneuver that attacks all foes in a wide arc directly in front of you. Ripper deals massive damage and poisons multiple targets. It can even knock foes down. Thorn poison deals additional Toxic damage and can reduce your foes' Defense. Damage: High, Recharge: Slow EFFECTS: 66.17 Lethal damage; 80% chance for 7.78 Toxic damage every 1 second for 5 seconds; 22.5% Defense decrease for 12 seconds; 60% chance for a Knockdown; 64% chance to drop random toggle versus players only.

POWER	LEVEL	TYPE	ACCURACY	RANGE	END COST	INTERRUPT TIME	CAST TIME	RECHARGE TIME	RADIUS	ARC	MAX TARGETS HIT	ATTACK TYPES
Thorn Barrage	37	Click	100%	20'	10.192	0	2	11	0'	0°	0	Ranged, Lethal

BOOSTS ALLOWED: Accuracy, Damage, Recharge, Endurance Discount, Range, Knockback POWER HELP TEXT: A short-range but devastating attack, Thorn Barrage unleashes your thorns at high velocity, causing severe damage at close range. Although these Thorns travel only a short distance, their impact can knock most foes on their backs. Thorn poison deals additional Toxic damage and can reduce your foes' Defense. Damage: High, Recharge: Slow EFFECTS: 17.71 Lethal damage every .5 second for 2 seconds; 100% chance for 3.61 Toxic damage every 1 second for 4 seconds; 7.5% Defense decrease for 12 seconds; 100% chance for a Knockback.






ZONES

WELCOME TO THE ROGUE ISLES

In this section you'll find an atlas to the sandy shoals of the Rogue Isles, featuring every zone, along with massive reams of data covering just about every last aspect of each zone you could possibly want to know (and much Lord Recluse would rather you didn't). The zones are arranged in alphabetical order.

BLOODY BAY

- **Skyway City**
- **Cap au Diable**
- **Meteors**
  - Meteor Jay (M1)
  - Meteor Panch (M2)
  - Meteor Do (M3)
  - Meteor Ek (M4)
  - Meteor Teen (M5)
  - Meteor Char (M6)
- **Contacts**
  - Warzone Agent Eckman (C1)
  - Warzone Operative Oudot (C2)
  - Evil Scientist (C3)
  - Scientist (C4)
- **Plaques**
  - Swashbuckler 1 (P1)
- **Exploration Badges**
  - Crooked Politician (1)
  - All Consuming (2)
  - Imploding (3)
  - Ghoulish (4)
- **Hospital (Villain)**
- **Firebase**
  - Firebase 1 (F1)
  - Firebase 2 (F2)
  - Firebase 3 (F3)
  - Firebase 4 (F4)
  - Firebase 5 (F5)
  - Firebase 6 (F6)
  - Firebase 7 (F7)
  - Firebase 8 (F8)

Color Codes

Blue outlined areas are Hero base zones.

Purple outlined areas are Villain safe zones.

Orange outlined areas are hostile to both Heroes and Villains. Enemies here will attack both sides.







Essential Data
Level Range: 15+ (auto-leveled to 25)
Neighborhoods: 8
PvP Zone: Yes
Trainer(s): No
Strike Force NPC: NA

Connections
Cap au Diable: Local Helicopter
Skyway City (CoH): Paragon Helicopter



HISTORY: BLOODY BAY

The island that became known as Bloody Bay was settled in the early 1800s as a slave-sorting center between western Europe and the Americas. The bustling port made the island wealthy and quality of life was high—for the residents, at least. Unfortunately, the trade ships also brought large numbers of sick and dying slaves. The healthy captives were shuffled onto new boats, while the sick were callously left behind for the locals to deal with. Some slave refugees recovered, but most perished and their bodies were buried in Upland Forest.

In 1817, a large group of slaves revolted, possibly with the aid of the restless spirits of the long-dead Mu found throughout the Rogue Isles. The inhabitants were at first overwhelmed, but sailors from the ships joined in and a massive battle with no quarter for either side was fought at the docks. When the battle was over, the bodies were dumped in the harbor to feed the gathering sharks. The beasts have remained thick in these waters ever since.

It was said the entire lagoon turned crimson. From that point on, "Oceanview" was forever called "Bloody Bay."

Despite its dark and violent past, Bloody Bay slowly recovered. It remained a convenient trading post, and business and industry thrived for nearly a century.

But cursed ground dies hard, and Bloody Bay was struck by meteors in 1989, killing thousands and rendering the entire island uninhabitable due to radiation and strange creatures that rose from the ruins. Arachnos provided some passage, but the sick and irradiated were abandoned to fend for themselves.

There is much evidence to suggest these meteors are fragments of a cosmic being named after the Hindu deity "Shiva," the destroyer of worlds. According to some, Shiva was a planet-devouring entity discovered in the late 1960s.

By 1986 Shiva's course was confirmed—she was heading toward Earth. Several world powers secretly contributed their best and brightest super-powered beings to a covert strike team and launched them into deep space with a nuclear weapon designed to destroy Shiva. The team was never heard from again, but Shiva could no longer be sensed by Earth's scientists or mystics, so it was believed she was destroyed.

When the meteors struck Bloody Bay, intrepid reporters uncovered the secret of Shiva and quickly determined these fragments were pieces of the dread Destroyer. Lord Recluse returned when he heard this news, sending teams of Arachnos to study the meteor and determine if it would help him in his plan for world domination. Longbow responded with their own exploratory team, claiming that the island had been abandoned and was therefore neutral ground. Now the two powers and their super-powered agents fight for control of the meteor fragments and their amazing power to spawn proto-plasmic entities called "Shivans."



ENEMIES

Bloody Bay is crawling with enemies. Most are looking for salvage in the ruins, while a few have heard about the meteors and their strange properties.

ARACHNOS

Lord Recluse's men are not happy to be here. They abandoned this place once and see little value in fighting monsters for an irradiated, abandoned island. On the plus side, there's no clear ownership of the island now, giving them free reign to fire on Longbow's so-called "Heroes."
Neighborhoods: Arachnos Base.

LONGBOW

Longbow needs little excuse to fight Arachnos, but the combination of the island's now-ambiguous ownership (since Recluse abandoned it) and the strange meteors cinched the deal. They're here in force, though they let independent Heroes do most of the fighting to avoid as many political incidents as possible.
Neighborhood: Freedom Base.

THE CIRCLE OF THORNS

The Circle of Thorns knows the Mu were once strong here and are always on the lookout for any sign of their return.
Neighborhoods: Green Nugget, Water Street, Boardwalk, Forgotten Forest, Dead Coast, Ground Zero.

FREAKSHOW

The Freakshow came purely looking for salvage. They've found it in droves, but they're not above taking advantage of the chaos and lawlessness here to pick on Heroes and Villains who cross their path.
Neighborhoods: Green Nugget, Water Street, Boardwalk, Dead Coast, Ground Zero.

GHOSTS

Slaves, pirates, and citizens too poor for the cemetary of Bloody Bay were all buried in mass graves in the lonely woods now called the "Forgotten Forest." Their restless spirits haunt here, looking for vengeance against those who still have what they long for most—life.
Neighborhoods: Forgotten Forest.

SHIVANS

The weird creatures known as the Shivans originate here. The best anyone can figure, they are living "blobs" of the entity known as Shiva. They seem to use bones and bits of junk to give them form and structure, though there is little doubt they are held together mostly by sheer malevolence.
Neighborhoods: Green Nugget, Water Street, Boardwalk, Forgotten Forest, Dead Coast, Ground Zero.

NEIGHBORHOODS

GREEN NUGGET

This area of town was one of the wealthiest outside the business districts because people would travel here from some of the other Rogue Isles as well as the U.S. to gamble.

When the meteors struck , one of the larger fragments hit in front of the island's largest casino, ironically called "The Green Nugget."

BOARDWALK

This neighborhood used to be a housing and small business district. Most everyone who worked and lived in Bloody Bay had their homes here, and small businesses were intermingled between apartment buildings and condos.

WATER STREET

This neighborhood was once the high business district. The area is in far better shape than the rest of the city, though Shivans still roam free in the streets.

GROUND ZERO

The central meteor hit downtown and hit it hard. The path of the shard can be seen in the long trench leading to it.

Some who have investigated this fragment claim it has grown "roots" underground that lead directly into the nearby mausoleums. Certainly the Shivans use human bones to prop up their protoplasmic bodies, so perhaps these tales are true.

FORGOTTEN FOREST

Once known as Upland Forest, this neighborhood used to be a large burial ground for all the unfortunate slaves who perished here. The large number of dead has given rise to a disproportionately high number of Shivans.

DEAD COAST

Once a beautiful cove and beach where people liked to snorkel when tourism was popular, Dead Coast is now a watery wasteland.

The beaches are covered in rubble and debris, and in the once-pristine cove sits the last meteor to hit Oceanview. The water around the fragment is tainted; no living creatures swim near this coastline anymore.

SAFE ZONES

These safe zones were established by Arachnos and Longbow to provide entry for their "freelance" agents—Heroes and Villains recruited to gather samples of the meteor for their respective sides.





CAP AU DIABLE



- **Hospital**
- **Base Portal**
- **Trainer**
  Arbiter Howe
  Arbiter Orr
- **Ferry**
  Port Oakes
- **Black Helicopter Line**
- **Bloody Bay**
- **Magic Store**
- **Mut. Store**
- **Nat. Store**
- **Sci. Store**
- **Tec. Store**
- **Quartermaster (x3)**
- **Contacts**
  Golden Roller (C1)
  Operative Wellman (C2)
  Willy Wheeler (C3)
  Virgil Tarikoss (C4)
  Marshal Brass (C5)
  Boris the Russian (C6)
  Desdemona the Glint (C7)
  Dr. Shelly Percey (C8)
  Dmitri Krylov (C9)
  Peter Themari (C10)
- **Plaques**
  Lorekeeper 4 (P1)
  Technofreak 1 (P2)
  Technofreak 2 (P3)
- **Exploration Badges**
  Sparky (1)
  Media Junky (2)
  Egghead (3)
  Steamed (4)
  Sweet Touch (5)



Essential Data

Level Range: 10–20
Neighborhoods: 5
PvP Zone: No
Trainer(s): Arbiter Howe
Strike Force NPC: Virgil Tarikes

Connections

Bloody Bay: Local Helicopter
Grandville: Rogue Ferry Line (NA)
Mercy Island: Local Helicopter
Nerva Archipelago: Rogue Ferry Line
Port Oakes: Local Ferry
Sharkhead Isle: Rogue Ferry Line
St. Martial: Rogue Ferry Line



HISTORY: CAP AU DIABLE

Legend says the Children of Enos were a French cult who fled Europe and discovered the Rogue Isles. There they found the ruins of an ancient Mu outpost and the scars of the war against the Oranbegans long before. One of the Children of Enos, a sorcerer named Blaise Celestine, discovered the last writings of the Mu, which described the demons their enemies had used against them. Celestine began to delve deeper into demonology, but his progress—so far away from any ancient sources—was slow.

The spirits of Oranbega had already sensed the Children's presence on the old Mu outpost, and feared they might somehow reawaken their ancient enemies. So they quietly planted dreams in the minds of those who first chased the Children from France, revealing their location. Within months, French warships appeared on the horizon and musketeers stormed the Children's camps.

Several refugees found their way to Celestine and told him of the horrors taking place on the other islands. Realizing his was a losing battle, Celestine accelerated his studies by making a direct plea to the dark powers.

The bloody history of the island and Celestine's own limited research were almost enough—but not quite. He realized he needed a sacrifice. Celestine fretted and delayed, driving himself mad with the realization of what he must do. He almost waited too long—a landing party of French soldiers came ashore and drove the few remaining cultists up the slopes of the island's volcano. Celestine made up his mind as follower after follower died. At the top of the mountain, he grabbed his remaining companion—his own daughter Daphne—and threw her into the volcano.

Form the mountain rose a massive demon, summoned by Celestine's prayers and sacrifice. It was Batz'Ul, a horned terror from the lowest bowels of the pit. Without the proper binding rituals, the demon was free to do as it pleased. Its first act was to devour the foolish Celestine.

The soldiers fought well, but Batz'Ul slew most of them and allowed a few to escape only so they would bring more back. They did, and those were slaughtered the same as the first.

The demon could not leave the island—Celestine had managed that much—and the locals had no interest in venturing to its hellish domain. So Batz'Ul raged and burnt the landscape to cinders.

Years later, Father Hardi, the same priest who would later cleanse the fort at Port Oakes, put together a band of blessed adventurers and ventured to Batz'Ul's domain. While the adventurers held Batz'Ul at bay—at great personal cost—the ever-prepared Father Hardi enacted a ritual he had researched long before setting foot on the island.

Batz'Ul was cast into the volcano, and its vent was sealed by Hardi's powerful magic. The peak took on the shape of Batz'Ul's massive head. The lay of the island beneath the "horned mountain" caused later settlers to name it Cap au Diable, or the "Cape of the Devil."

Years later, the capped volcano still burns hot. The people know it is a dormant volcano but few believe the tales of cults and devils, and have no rational explanation for its bizarre shape.





CONTACTS

Dr. Dmitri Krylov: This former Russian scientist is rumored to have been part of a super-secret Soviet program to develop metahuman soldiers. After the fall of the Soviet Union, Dmitri came to the Rogue Islands to continue his experiments and profit from the results.

Dr. Shelly Percey: An underworld doctor interested in metahumans, both natural and artificial, Dr. Percey gets a lot of information from treating wounded metahumans, but she also needs field reports from others. She owes a lot of favors to King Midas, since he's helped her get drugs and equipment she needed and she's patched up his men over the years. There may be something developing between them.

Peter Themari: Some say Peter Themari is a demon in human form. Whether it's true metaphysically, mystically, or spiritually, everyone who knows him thinks he's a horrible person, and most of the people who know him are villains.

Themari loves the Rogue Isles because they let him indulge his every depredation. He looks on the islands as his own hunting ground and passionately hates anyone who would dare to bring justice or righteousness to them.

Desdemona the Glint: Desdemona is without doubt the city's snappiest dresser. She'd make the city's "Best Dressed" list if she didn't work with common criminals. Desdemona got to know the city's crime lords by making costumes for them. She still designs outfits, but she likes to make a few quick bucks selling information as well.

Willy Wheeler: Everyone has heard about Willy "Dealer" Wheeler. He's the guy who wants to hit it big, but hasn't. Instead, he's a little man with a big chip on his shoulder. Lately things have been a little different though. Apparently Willy's got a new source of hot tips. Maybe he's finally ready for the big time.

Marshal Leon Brass: An imposing African-American from Detroit, Leon Brass rose through the ranks of Arachnos through a series of succesful campaigns, culminating in the capture of of the mad scientist Carl Egon some years ago.

Since then he has been promoted to the rank of Marshal for Cap au Diable. He clashes frequently and publicly with Dr. Aeon, the scientific genius Governor of the island.

Golden Roller: No one knows who the Golden Roller really is, only that he gets his name from the sleek gold Cadillac he drives around Cap au Diable. The word on the street is that he's a troubleshooter for the Goldbrickers, the high-tech thieves who work for the famous King Midas.

Arachnos Operative Wellman: Operative Wellman is an Arachnos agent put in charge of making continued harassing attacks against Paragon City because he's *really* bitter about Paragon and its Heroes. He used to be a policeman, and got tired of the so-called Heroes taking the spotlight. In truth, he was a corrupt cop anyway, and he got caught. He still thinks the city owes him, though, and Arachnos is more than willing to use his injured pride and organizational zeal for their own ends.

Boris the Russian: Boris is a heavy-set Ukrainian with thick black hair, beard, and mustache. He was once a high-ranking KGB officer in the old Soviet empire and the rumor is that after the Cold War he joined up with Arachnos. If that's true, he must have displeased Lord Recluse, for he now works the streets selling information to thugs like you.

Virgil Tarikoss : Somewhere on Mt. Diable, the mad mystic known as Virgil Tarikoss waits. Rumors are spreading in shadowy mystic circles that Tarikoss seeks at least four utterly remorseless individuals to form a Strikeforce and accomplish a great and evil deed.

ENEMIES

ARACHNOS

Lord Recluse's soldiers are everywhere, and they are rarely happy to see their master's "Chosen."
Neighborhoods: All.

THE CIRCLE OF THORNS

As always, the sinister Circle of Thorns combs the Rogue Isles searching for descendants and relics of long-lost Mu.
Neighborhoods: New Haven, Mount Diable, Vagabond Hills.

CLOCKWORK

How the devious Clockwork exist so far from the Clockwork King's pyschic powers is a great mystery on Cap au Diable. Many theorize there must be another source.
Neighborhoods: Aeon City, Mount Diable.



THE COUNCIL
The Council brokers many deals in Cap au Diable, usually for high-tech weapons and gear stolen by the Goldbrickers. They also frequently recruit fresh blood from the downtrodden.
Neighborhoods: Haven.

GOLD BRICKERS
Aeon City provides King Midas' high-tech thieves with numerous targets. They can usually be found hovering around tall buildings staking out their latest target.
Neighborhoods: Aeon City, Haven.

LUDDITES
The descendents of Father Henri oppose Dr. Aeon's technology, claiming it serves evil ends. They petition constantly, trying to sway others to their cause and claiming the rumors of the demon trapped in the volcano are true. Even more ridiculously, they claim Dr. Aeon has tapped into the demon, and that it is the thing's infernal energy that powers Aeon City's acclaimed Power Transference System (the PTS).
Neighborhoods: Devil's Coat Tails, Haven, New Haven, Vagabond Hills.

VAHZILOK
Dr. Vahzilok's followers have found a new home in this city. Some have "opened up shop," and prey on the innocent citizens of Cap au Diable.
Neighborhoods: Devil's Coat Tails, Haven.

NEIGHBORHOODS

HAVEN (Levels 12–14)
If Aeon City is the model, Haven is the aspirant. Its buildings have not adapted the brighter surface of Dr. Aeon's neighborhood and still bear scores of neon signs and other "noise." The catch-up nature of the district means its rent is cheaper, crime is more rampant, and violent rampages by super-powered beings are all too common.

AEON CITY (Levels 14–16)
Aeon City is proclaimed as a model of perfection. Nestled in the foothills of Mount Diable, it was founded by the renowned Dr. Aeon roughly a decade ago.

Dr. Aeon is now the benevolent Governor of Cap au Diable, and is responsible for such incredible innovations as giant produce, organ cloning, and perhaps his most famous invention, the "Power Transference System."

The "PTS" supports the "City of the Future" and its incredible energy demands. This amazing creation taps the bowels of dormant Mount Diable and efficiently transfers geothermal energy into clean electricity. Its massive tendrils stretch throughout the island, providing clean and efficient power to all who need it.

The Luddites claim the "PTS" taps a *demon* rather than a volcano, but everyone *knows* they're crazy. Reports of "gremlins" occasionally gathering around the PTS lines are similarly ridiculous.

NEW HAVEN (Levels 15–18)
New Haven is in many ways similar to Haven proper, both in architecture and in general shabbiness.

A few newer buildings, WSPDR News and Aeon University, have appeared recently, as if to trick the casual visitor into ignoring the rest of the neighborhood but really just providing even more marked contrast to New Haven's neglect.

The island's most famous reporter, Amanda Vines, works out of WSPDR's offices here. Some wonder why Lord Recluse tolerates her constant prodding, but so far she has proven immune to Arachnos's wrath.

VAGABOND HILLS (Levels 18–20)
The hills south of New Haven are said to be the hiding place of Martin Henri—founder of the Luddite movement.

These hills are also home to numerous vagrants, dispossessed when Dr. Aeon "relocated" them to create Aeon City. Many of these former homeless have heard Martin Henri's message and joined the Luddite's ranks, so Aeon's plan may have backfired.

MOUNT DIABLE (Levels 18–20)
The island's greatest landmark is an old volcano and its strange rock formation called the "Head of the Devil". The horns are visible from much of the isle, making it easy for new visitors to quickly get their bearings.

The Luddites and certain occultists claim the horns are some after-effect of an actual demon of gargantuan size that walked this island in Father Henri's day. They also claim that the massive, subway-sized cables leading from the mountain here do not tap a dormant volcano, but the powers of Hell itself!







MERCY ISLAND



- **Base Portal**
- **Trainer** — Arbiter Diaz
- **Ferry** — Port Oakes
- **1** Black Helicopter Line
- **2** Fort Cerberus (x3)
- **3** Mercy Door
- **4** Mercy Island
- **5** Darwin's Landing
- **Quartermaster (x3)**

Contacts
Mongoose (C1)
Arbiter Richard (C2)
Seer Marino (C3)
Kalinda (C4)
Matthew Burke (C5)
Doctor Creed (C6)
Fateweaver (C7)

Plaques
Lorekeeper 3 (P1)
Lorekeeper 4 (P2)

Exploration Badges
Cesspool (1)
Snakecharmer (2)
Chum (3)
Fortified (4)
The Next Big Thing (5)
Widower (6)

Essential Data
Level Range: 1–8
Neighborhoods: 4
PvP Zone: No
Trainer(s): Arbiter Diaz; Arbiter Richard
Strike Force NPC: NA

Connections
Bloody Bay: Local Helicopter
Grandville: Rogue Ferry Line
Mercy Island: Local Helicopter
Nerva Archipelago: Rogue Ferry Line
Port Oakes: Local Ferry
Sharkhead Isle: Rogue Ferry Line
St. Martial: Rogue Ferry Line

HISTORY: MERCY ISLAND

A lone town called Mercy rested on the low banks of the island in the days before Arachnos. It was home to a few fishing outfits and more than a few wintering pirates, but frequent disappearances and tales of bizarre snake-like creatures lurking in the island's many caverns kept the population to a minimum.

Lord Recluse claimed this lonely spot of land shortly after his rise to power. Fort Cerberus was erected and patrols were sent out to discover the truth of the "snake-men." The latter were found in great numbers, but Arachnos's overwhelming firepower quickly chased them back into their warrens.

Over the next decade, Mercy grew and the snake-men were forgotten. But they were far from dead. They'd just retreated deeper into the bowels of the earth. Lord Recluse knew full well the "Snakes" remained, but he decided to leave a few survivors for future study and possible use in plans of world conquest.

The Rikti War and the many opportunities it presented changed Recluse's focus in the new millennium. The Snakes were forgotten and allowed to multiply. A year after the Rikti defeat, the Snakes rose from their warrens and rampaged through Mercy.

Arachnos repulsed the mutants, but Lord Recluse mysteriously—and quietly—left the lower end of the island to the Snakes. The creatures had proved quite powerful, and the Master of Arachnos felt they could be studied and put to good use in many of his secret operations.

The Snake-infested area of Mercy also provided Lord Recluse with another useful purpose—a sort of Darwinian-proving ground for super-powered beings who were likely to join his cause. Arachnos frequently dumps these hopefuls into Mercy and watches to see who escapes alive. Those who do are tracked and might one day be recruited into Arachnos's ranks.

CONTACTS

Kalinda: One of Ghost Widow's handmaidens, she is the first contact new Villains make on Mercy Island. She can be found in the base in Darwin's Landing.

Mongoose: Mongoose gained his name fighting Snakes in Darwin's Landing. He's a tough customer but knows Mercy Island like the back of his hand. He particularly knows about the Snakes, and where they can be found.

Seer Marino: An Arachnos veteran of nearly 15 years, Marino joined in her youth with her older brother, Paolo, who became a Wolf Spider. Marino has advanced thanks to her gifts, but her brother is long since missing and presumed dead.







ENEMIES

ARACHNOS

You might think, having just busted you of the Zig, that Arachnos would welcome you with open arms. You'd be wrong. The soldiers stationed in this Hell-hole are bitter and tired of fighting Snakes. They'll very happily take out their aggression on new "chosen ones" coming in from Paragon City.
Neighborhoods: All.

HELLIONS

Some of the hardcore prisoners busted out of the Zig were members of the Paragon City Hellions. Most of these brimstone-loving losers couldn't get anywhere in the City of Heroes, and they've had similar bad luck here in the City of Villains.
Neighborhoods: Mercy.

INFECTED

These sad souls hope to gain super powers from the toxic run-off that spills from mysterious laboratories in Fort Cerberus. Some actually have, but most just begin a quick and violent descent into madness.
Neighborhoods: Mercy.

LONGBOW

Freedom Corps' strike teams have claimed "hot pursuit" of the recent breakouts to blunt international criticism of their "invasion" of sovereign soil. While the world courts debate their presence, they bust and recapture as many criminals as they can.
Neighborhoods: Mercy.

ROGUE ISLES POLICE

The RIP certainly earn their namesake. These brutal bashers are looking to make names for themselves with Arachnos and get promoted to Wolf Spiders. The head of a Villain like you is a good gift to present to their superiors.
Neighborhoods: Mercy.

SKULLS

LIke the Hellions, a few members of the Skulls found their way here and started all new "chapters" of the Paragon City gang.
Neighborhoods: Mercy.

SNAKES

The mysterious Snakes were here long before the humans or even the Children of Enos were. Whether they're mutants or an actual race is a subject of some debate. Some say they are what's left of the Children of Enos, warped by dark magic in an attempt to hide from the pursuing authorities. Others say they are simply a race of mutants. There are even rumors claiming the Snakes are aliens! The truth is most likely none of these.
Neighborhoods: Mercy.

NEIGHBORHOODS

DARWIN'S LANDING (Levels 1–4)

The best way to describe Darwin's Landing is Hell. It's run-down, chaotic, and filled with people who'd just as soon slit your throat as look at you.

Lovely, eh? It's also the first place you end up after busting out of the joint.

Lord Recluse believes that those who can survive the aptly-named Darwin's Landing are tough enough to move on to the next step. Of course, many don't, but Recluse is perfectly fine with weeding out such poor candidates before he has invested time and effort in them.

You've been given a golden opportunity to prove to Arachnos you have what it takes to be truly special—to be a Villain capable of fulfilling Lord Recluse's secret, grand plan. It all starts here, so make your mark, do some damage, and show them who's boss.

MERCY (Levels 5–7)

Beyond Darwin's Landing is the reasonably prosperous neighborhood of Mercy proper. The streets here are more thought-out and geometric than those in sprawling Darwin's Landing, and the tall Gothic buildings are much cleaner and well kept. Mercy won't win any beauty awards, but it's first rate compared to the Landing.

Circling the neighborhood is huge retaining wall—approximately 30-feet high and nearly half as thick. Arachnos patrols the walls to make sure Snakes and other scum can't get over it. It wouldn't do to let the chaos of Darwin's Landing into the more profitable areas of town.

FORT CERBERUS (Levels 7–8)

Fort Cerberus is not only a major Arachnos base, but also the home of the famous Ghost Widow!

Numerous troops man the fort and keep a staging area in constant readiness for an airborne attack on Paragon City. Get too close and you'll see it's protected by deadly turrets as well.

At the back of the fort is the famous "Widow's Tower," lair of Ghost Widow herself. Her Handmaidens are said to dwell within and guard her from any Heroes foolish enough to attempt to come after her.

Several arcane laboratories surround Widow's Tower, confirming reports that Ghost Widow has been recruited to harness the power of the spirits for Lord Recluse's army.

NERVA ARCHIPELAGO



Essential Data

Level Range: 25–40
Neighborhoods: 4
PvP Zone: No
Trainer(s): Arbiter Leery
Arbiter Frederick
Strike Force NPC: Sparcetriel (Level 25-30); Tresparciel (Level 30-40)

Connections

Cap au Diable: Rogue Ferry Line
Grandville: Rogue Ferry Line
Sharkhead: Rogue Ferry Line
St. Martial: Rogue Ferry Line, Local Helicopter



- Hospital
- Base Portal
- Ferry — Rogue Isles
- Black Helicopter Line
- Quartermaster (x3)
- Magic Store
- Mut. Store
- Nat. Store
- Sci. Store
- Tec. Store

Contacts

Technician Naylor (C1)
Trepsarciel (C2)
Winston the Gent (C3)
Psymon Omega (C4)
Operative Rutger (C5)
Kelly Uqua (C6)
Sparcetriel (C7)
Timothy Raymond (C8)
Arbiter Frederick (C9)
Kristof Jaeger (C10)
Darla Mavis (C11)
Stella the Mouth (C12)
Lt. Demitrovich (C13)
Magus Mu'Drakhan (C14)
Crimson Revenant (C15)
Shadowy Figure (C16)
Arbiter Lupin

Plaque

Swashbuckler 2 (P1)

Exploration Badge

Watcher of the Knoll (1)
Locked and Loaded (2)
Nerva Wreck (3)
Primal Instinct (4)
Tree Hugger (5)





HISTORY: NERVA ARCHIPELAGO

Those of an occult nature claim that Nerva Archipelago was a long-term stopover for the Mu in ages past. They built numerous structures on the island called Primeva to aid them in their magical rituals, then set out to destroy the Oranbegans in what is now Paragon City. Things didn't go exactly as planned, and the Mu were wiped out by their foes' demonic hordes.

With the Mu outpost destroyed, their structures and portals fell into disrepair and were eventually covered over by the verdant forest, where they have lain undisturbed for thousands of years. One or two of the old ruins were found by pirates, but the inhospitable terrain and the vicious things rumored to lurk within kept most at bay.

The outer islands have seen more habitation, and eventually they grew into Crimson Cove, a "protectorate" on the outskirts of U.S. territorial waters. The town is heavily occupied by Heroes and Project Longbow, but since it is outside the Rogue Isles, Lord Recluse and his agents have quietly made it known that independent operators who ply their trade there will be looked on favorably.

CONTACTS

Lieutenant Demitrovich: Demitrovich was a Russian freedom fighter alongside Captain Yushenko, current leader of the Longbow forces in Nerva. She's still a Longbow Agent, but it's been said she sells agency secrets to Villains on the side. Deal with her and make up your own mind.

Darla Mavis: As the heroine Maverick, Darla fought evil in the ranks of Longbow. Until friendly fire from a Sapper stole her powers, that is. Now Darla styles herself the Dark Maverick, and she's dedicated herself to revenge against her former employers.

Shadowy Figure: This unknown player sticks to the shadows. No one knows who he really is, but he definitely has his pulse on what's going down in Crimson Cove.

Kelly Uqua: Kelly joined Crey Industries after the Rikti War. Her previous company specialized in reverse-engineering advanced tech, and rumor has it she's been continuing that line of work by providing Crey with contraband Rikti weapons through contacts here in the Rogue Isles.

Kristof Jaeger: Kristof was a long-time Longbow Agent until he realized he liked playing on the other side of the fence. It started with bribes and ended with a dishonorable discharge from Longbow. Now Kristoff uses his training to get back at his former bosses—and make a nice profit for himself.

Crimson Revenant: Crimson Revenant makes a living by hunting Heroes for a premium price. He's done well working for Arachnos and so is content to outsource to other villains for a cut of the price.

Magus Mu'Drakahn: This Mu Mystic is a leading figure among his kind. His main interests seem to lie in expanding his formidable arcane and political power and uncovering the history of the lost Mu civilization. It's possible Mu'Drakahn's hatred of the Circle of Thorns is greater than his loyalty to Arachnos.

Stella the Mouth: Stella never lost her groove, or her big mouth. She's not known for keeping secrets, but as long as she shares with you it ought to be fine.

Timothy Raymond: Timothy is a psi-latent who managed to break the mind-control of the Rikti before he became their pawn for life. But he didn't make it out without certain permanent changes to his mind and body.

Psymon Omega: Psymon is an intimidating sort. He's tall, strong, and has a stare that sees right through you. It's also said he's a first-class psychic who can see into the future.

Operative Rutger: Agent Rutger is a high-ranking Arachnos officer who forms special mission teams to counter vigilante threats to the Rogue Isles.

Technician Naylor: Portal Technician Grant Naylor joined Arachnos to escape a life of dead-end jobs. His aptitude tests would have placed him as low-grade Hero-fodder except for one thing: He had an innate grasp of interdimensional theory surpassing many experts in the field.

Winston the Gent: Winston is that rare thief. One of breeding and education. He's used his advantages to network with butlers and maids all over the city—who evidently hear far more than most would think.



ENEMIES

ARACHNOS
Arachnos treads carefully here. Nerva is legally a US protectorate, and Lord Recluse doesn't need an international incident turning more of the world against him.
Neighorhoods: Crimson Cove.

CIRCLE OF THORNS
The Oranbegan sorcerers are thick in Nerva, as there are dozens of unexplored Mu ruins to investigate.
Neighorhoods: Primeva, Thorn Isle.

CORALAX
Common to this part of the Rogue Isles are the mysterious Coralax. They wander the coasts, hunting for unsuspecting prey to drag into the briny depths.
Neighorhoods:
Agincourt, Crimson Cove.

THE COUNCIL
The Council has insinuated itself between the cracks, instigating war between Arachnos and Longbow at every turn for their own nefarious ends.
Neighorhoods: Crimson Cove.

CREY
The Countess has many offices in the area, and her minions love to mix it up with Heroes and Villains alike.
Neighorhoods:
Crimson Cove, Primeva.

DEVOURING EARTH
The thick jungle and weird Mu ruins call to the Devouring Earth, and they have come!
Neighorhoods: Primeva, Thorn Isle.

LEGACY CHAIN
The Legacy Chain is curious about all the mystical mumbo-jumbo happening on Nerva's outskirts. They're also friendly with Longbow and eager to help them fight off Recluse's Villains.
Neighorhoods: Crimson Cove.

LONGBOW
You can't swing a dead hero without hitting one of Longbow's goody-two shoes. They have a major base here and patrol fiercely to keep Arachnos out.
Neighborhoods: Crimson Cove, Agincourt, Primeva.

THE LOST
Rumors of alliances between the Lost (and their Rikti masters) and Arachnos have given Longbow grave concerns.
Neighorhoods:
Crimson Cove, Primeva.

WYVERN
Manticore's vigilantes are friendly with Longbow and often help them fight the encroachment of Villains from the Rogue Isles.
Neighorhoods:
Agincourt, Crimson Cove.

NEIGHBORHOODS

CRIMSON COVE (Levels 15–20)
After the civilization of Mu was chased out of the Rogue Isles, massive earthquakes rocked an island once known as Primeva, splitting it into three distinct landmasses. Centuries later, Crimson Cove was settled and the smaller islands were linked by bridges.

Crimson Cove sits just inside the territorial waters of the U.S., but is considered a protectorate much like Puerto Rico. A large city has grown up there, serving as a sort of "doorway" between the Rogue Isles and the mainland from the Golden Age of Piracy to the present.

Longbow considers Crimson Cove a bellwether for Arachnos's progress in the Cold War. The people here certainly have a bit of scoundrel in them as a rule, but are otherwise normal folks just trying to get by. That makes them perfect targets for super-villains from the nearby Arachnos territories and Primeva in particular.

PRIMEVA (Levels 33–37)
This island is called Primeva (prime-eeva) for its lush jungle and vine-covered ruins. Evidence of a long-lost Mu settlement is everywhere, as are numerous portals located in the ruins. The whole island is extremely lush with vegetation. Small rolling hills cover the island, and trees snake through the hills.

Over the centuries, those who have come here have felt an ominous presence. As if raw power itself kept watch over Primeva.

Those with occult training finally realized what even the most non-sensitive visitor had sensed. The island happens to lie atop two conjoining ley lines, ehtereal "streams" of arcane energy.

It's quite obvious the Mu understood this, for their ruins are built directly beneath the ley lines.

There is much evidence to suggest Primeva was the last stronghold of the Mu. The ruins here date to about the time of the great war between the Mu and the Oranbegans, and strange glyphs have been interpreted by some to mean the "end times."





THORN ISLE (Level 40+)

Thorn Isle was once the home of lovely wildlife and vegetation, an extension of Primeva before it was warped by the Circle of Thorns into what it is today. Large rock outcroppings line the layers of earth, and rocks dance above them eerily on powerful "currents" of eldritch energy.

But the most amazing find of all lies at the very center of the island: the Thorn Tree, a warped living being that produces for the ultimate weapons of power for the Circle of Thorns, the Thorn Swords.



PORT OAKES



Ferry
Cap Au Diable (F1)
Mercy Island (F2)

Quartermaster (x3)

Contacts
Veluta Lunata (C1)
Mr. Bocor (C2)
The Radio (C3)
Billie Heck (C4)
Drea the Hook (C5)
Mikey the Ear (C6)
Arbiter Unger (C7)
Angelo Vendetti (C8)

Arachnos Watchtower
Supergroup Registrar - Located in the Watchtower Lobby

Plaque
Lorekeeper 1 (P1)
Swashbuckler 4 (P2)

Exploration Badges
Scurvy Dog (1)
Washed Up (2)
Powder Monkey (3)
Driller (4)

Hospital

Base Portal

To Pocket D

Essential Data
Level Range: 7–12
Neighborhoods: 6
PvP Zone: No
Trainer(s): Arbiter Unger
Strike Force NPC: NA

Connections
Cap au Diable: Local Ferry
Mercy Island: Local Ferry





HISTORY: PORT OAKES

Port Oakes is an odd blend of old and new. The architecture of the fort, outlying areas, and old docks show some sign of the mostly French settlers who lived there, but it has been so overtaken by the mishmash of criminals from around the world that it's more of a common theme than a style.

Port Oakes was named after Sergeant Westin Oakes, a former American marine who first "conquered" the Rogue Isles around 1900. He later became President Oakes, and brought the former pirate isles kicking and cursing into the 20th Century.

CONTACTS

Mr. Bocor: Even Bocor's first name is a closely guarded secret (for names convey great power, he says). A Voodoo priest, Bocor came to Port Oakes to commune with the spirits, but he's not immune to the call of lucre either.

Billie Heck: Billie showed up in Port Oakes hoping to start his own gang. When that failed he became an errand boy for the Family.

Fortunata Veluta Lunata: Formerly one of Ghost Widow's personal aides, Veluta fell out of favor when she was discovered having an affair with an Arachnos soldier. Ghost Widow tested Veluta's loyalty by asking her to slay her lover—which she did. Veluta bound the soldier's spirit to her and is currently monitoring the spectral activity on Port Oakes.

Drea the Hook: Drea used to be a crab fisherman stationed in Alaska; unfortunately he watched most of his crew go down with the ship, ending his career and causing him to develop a fear of water.

The Radio: There are rumors flying around that this radio sometimes stops broadcasting Top 40 music and instead starts broadcasting strange messages—messages about opportunities, perils, and other things. Follow its strange demands at your own peril.

Angelo Vendetti: The Vendettis are a large and powerful crime family who trace their origins back to the Mediccis. Despite their power, the villain known as the Center, who formed the fascist Council, worked his way into their good graces and plundered their empire. The Vendettis—never ones to forget a slight or forgive a trespass—have been at war with the Center and his Council ever since.

Mikey the Ear: Mikey has put his big ears to use. It's said he hears everything going on in Port Oakes. Some think he might even have mutant powers.

ENEMIES

ARACHNOS

Arachnos is no more willing to accomodate "chosen ones" here than they are anywhere else. Fortunately, Lord Recluse believes in survival of the fittest. If you can survive your fights with them, it won't have any long-term consequences.

Neighborhoods: All.

THE CIRCLE OF THORNS

The bloody history of Port Oakes, and its former role as a Mu outpost, means the Circle are inevitable.

Neighborhoods: Fort Hades.

THE COUNCIL

Port Oakes makes a great midway point for much of the Council's smuggling and infiltration into Paragon City. It also helps that they're eager for a fight with the Family.

Neighborhoods: Dockside, Oil Spill.



CORALAX

Residents of Port Oakes know the weird creatures known as the Coralax surround the beaches of Port Oakes, but it's unclear why. Some say their secrets are locked away on Sharkhead Isle. They can often be found near the sunken *Cairo Queen.*

Neighborhoods: Oil Spill.

FAMILY

The Family controls Port Oakes. It's said their hands are in everything from trash to lumber and shipping.

Even the Governor of the island was the head of the Family—Manuel Marcone. He was lured away and nabbed by Interpol recently, leaving a vacuum that could only be filled after a bloody gang war between his son, Emil Marcone, and his former consigliore, Guido "the Mook" Verandi. (See The Mooks.)

Neighborhoods: Dockside, Oil Spill, Marconeville, Villa Montrose.

HELLIONS

You can't keep a bad demon-worshipper down. The Hellions love Port Oakes for one simple reason—Oil Spill. The constant leaks in the area provide ample fuel for their pyromania.

Neighborhoods: Dockside, Oil Spill.

THE LOST

The Rikti's favorite whipping boys have cropped up around the docks in Port Oakes lately.

Neighborhoods: Dockside.

SPECTRAL PIRATES

Blackbeard murdered French soldiers in the old fort atop the hill. Later, the French retaliated by executing pirates here. Ghosts rampaged through the fort for years until Father Henri exorcised them. His miracle was only partly successful, however, as the ghostly pirates still run free at night and attack any living being they come across.

Neighborhoods: Fort Blood.

SNAKES

Though most consider the Snakes "native" to Mercy Isle, there's a fairly large nest on Port Oakes as well. Whether they were indigenous or came in off one of the boats isn't clear.

Neighborhoods: Dockside.









NEIGHBORHOODS

ARENA DISTRICT (Levels 7–8)

The lingering depression of Dockside caused the former governor, Manuel Marcone, to try a number of new programs to stimulate the economy. The most successful has been the Battle Bowl, a covered dome arena that provides nightly fights between superbeings.

Around the arena are numerous stores, restaurants, and other businesses trying to grab as much business as they can from those heading to the Battle Bowl. Scalpers stand outside hawking tickets, and Arachnos soldiers are more adamant than usual about breaking up fights. ("Save it for the dome, buddy.")

DOCKSIDE (Levels 7–9)

Dockside was destined for decimation before the arrival of Arachnos. Its success as a refuge for smugglers, pirates, thieves, and black marketers made it a looming target for several supergroups, governments, and corporate mercenaries. Several of these strikes were actually on the drawing board, and might well have resulted in the complete destruction of Port Oakes, if Lord Recluse and Arachnos hadn't suddenly and surprisingly become the "legitimate" government and offered it protection.

This afforded Dockside considerable protection, and its crime lords flourished for nearly two decades, peaking during the drug craze of the early '80s. Several skyscrapers were built, Fort Hades was reoccupied by Arachnos, and crime and corruption were as rampant as the many foreign currencies that flowed into the newly upgraded piers or the rows of new warehouses that appeared along the wharf.

At the height of Dockside's success, power became a major problem. Dr. Aeon fixed this problem with a prototype of the device he would later build in Cap au Diable. The mad scientist tapped into the thermal vents of the island itself and erected a power station directly over one of the vents. Dr. Aeon gave little thought to the actual infrastructure however. Rather than laying out an effective grid with capacitors and safety circuits, he simply created the power plant and let the local crime bosses figure out who could tap into it and how. Citizens must pay an exorbitant fee to tap in and must provide their own secondary cabling as well. This results in a tangled mess of cables, towers, and crossed circuits that fails frequently.

OIL SPILL (Levels 9–11)

Gazdul Oil is a petroleum company headquartered out of Cairo, Egypt. Secretly, it is a pawn of mysterious forces that have yet to come to light, but most of its operations are aboveboard and reasonably honest. The owners are not true villains, after all—they just have their own agenda. Part of that agenda is creating a kind of "supercomputer," a blend of actual electronic components as well as geography, bloodlines, and even events that complete a quasi-mystical circuit.

One of the events required for completion of this circuit was a massive oil spill just off Port Oakes's docks. Three years ago, Ms. Liberty came to Port Oakes to arrest a super-powered arsonist named Thermonuke. The two flyers fought all over the island, but their battle royale ended on the deck of the *Cairo Queen*. Ms. Liberty smashed Thermonuke through the metal of the deck and into the volatile crude below. The villain's devastating powers ignited the oil and cracked open the *Cairo Queen*. Rich oil spilled into the cove, destroying the wildlife and staining the water with thick black puddles that have mysteriously not faded since that day.

The oil slicks cause no real harm but are semipermanent fixtures due to the magic of the event. Only when the circuit is activated will the stains fade.

Seen from on high, the oil spill mysteriously forms the Eye of Horus… .

The local Coralax blame the humans for the spill and attack vengefully whenever the opportunity presents itself. They can be found along the beach and in the depths of this cove.

MARCONEVILLE (Levels 8–10)

Marconeville is the downtown area of Port Oakes and is dominated by Arachnos's Port Oakes Watchtower. It is surrounded by a few lesser towers belonging to Crey and other megacorporations. It's not that these businesses can't afford taller buildings—they're just not allowed to surpass the height of Arachnos's Watchtower.

The areas immediately around each skyscraper are very safe, guarded by corporate zones that paralyze and eliminate those taking violent action (like police drones in Paragon).

Between the towers, and in the shadows and alleys they create, is the usual riffraff of the Rogue Isles—the Council, the Lost, and the Family.

One edge of the neighborhood ends in the uplands of Mont Diable.

The Family is particularly noxious in Port Oakes, fighting among their various subfamilies to determine who the next governor of the island should be. The struggle takes place between Marcone's son, Emil Marcone, who feels he is the rightful "heir" to his father's position, and Guido "the Mook" Verandi, who claims (rightfully) that there are no such things as "heirs" to the governorship.

Officially, Lord Recluse hasn't given the position to either power—he wants the two factions to fight for it.

FORT HADES (Levels 9–11)

Visitors to Port Oakes first see Fort Hades looming over the city of Dockside. It's an old pirate fort, taken over by Arachnos and updated with turrets, banners, and the Arachnos logo. In 1718, Blackbeard himself stormed this French fortress. He captured, killed, and tortured its defenders along its walls, leaving behind a horde of angry spirits who have not dispersed to this day.

The "Red Hands" have been a frequent problem at the fort; though they were banished by a priest over a century ago, the exorcism only applies in the light of day. They remain thick in the dark sea caves beneath the structure and rise up into the fort by night. They are reckless entities, attacking any living thing on sight, but have a particular hunger for the souls of the wicked. As this is the City of Villains, there is rarely a shortage of fresh victims.

Fort Hades is now run by Marshal Jane Coghill, a no-nonsense lady who is a veteran of many Arachnos victories. Coghill realizes the importance of the research that goes on at her station, and she cares little for the constant complaints of her troops. She is often visited by Ghost Widow, though the two care little for each other.

Arachnos patrols circle the base and battle the ghosts nightly, but the spirits simply return the next eve. Arachnos scientists have recently attempted to capture some of them and convert them into ethereal assassins, but this has met with mixed results. Several of their "spirit traps" can be seen in the courtyard. They appear empty by day but at night are filled with wailing spirits.

The Circle of Thorns also lurk near the fort. They are attempting to recruit the angry spirits into their own army as well, or at the very least keep them from Lord Recluse. The first thing spirits are likely to be sent to kill are, of course, other spirits—such as the Oranbegans who have yet to inhabit mortal form.

VILLA MONTROSE (Levels 10–12)

Separating themselves from the rabble has become expected of the various crime bosses, governors, and Arachnos officials on each island. Port Oakes is no exception.

Villa Montrose is a walled-off compound for the highest-level Arachnos officials and wealthy crime bosses. Security is heavy within the compound and there are always Arachnos guards stationed on the exterior walls.

The governor's home is situated within Villa Montrose as well. The former governor, Manuel Marcone, was tricked off the island, captured, and indicted for crimes in Spain and Portugal. Lord Recluse has yet to appoint a new governor, leaving a vacuum that Marcone's son and his consigliere are trying to fill. The war is perhaps less conspicuous but most vicious here in Villa Montrose, where the crime bosses' families and those of their lieutenants live side by side. Atrocities against these "innocents" are common, and the hatred between the gangs here is the most intense.







SHARKHEAD ISLE



- Hospital
- Base Portal
- Siren's Call
- Ferry
  Rogue Isles
- Quartermaster
- Magic Store
- Mut. Store
- Nat. Store
- Sci. Store
- Tec. Store
- **Contacts**
  Doc Buzzsaw (C1)
  Lorenz Ansaldo (C2)
  Lt. Chalmers (C3)
  Strike Force (C4)
  Arbiter Friesen (C5)
  Mickey the Filch (C6)
  Diviner Maros (C7)
  Kara the Scorpion (C8)
  Henri Dumont (C9)
  Vince Dubrowski (C10)
  Crash Cage (C11)
  Operative Vargas (C12)
  Operative Kirkland (C13)
  Archmage Tarixus (C14)
  Captain Petrovich (C15)
  Strike Force Operative Renault (C16)
- **Plaques**
  Arachnos Rising (P1)
  Lorekeeper (P2)
- **Exploration Badges**
  Razor Toothed (1)
  Forged by Hellfire (2)
  Freak of Nature (3)
  Pit Viper (4)



Essential Data
- Level Range: 20–30
- Neighborhoods: 6
- PvP Zone: No
- Trainer(s): Arbiter Friesen
- Strike Force NPC: Port of Renault

Connections
- Cap au Diable: Rogue Ferry Line
- Grandville: Rogue Ferry Line
- Nerva Archipelago: Rogue Ferry Line
- Siren's Call: Local Helicopter
- St. Martial: Rogue Ferry Line



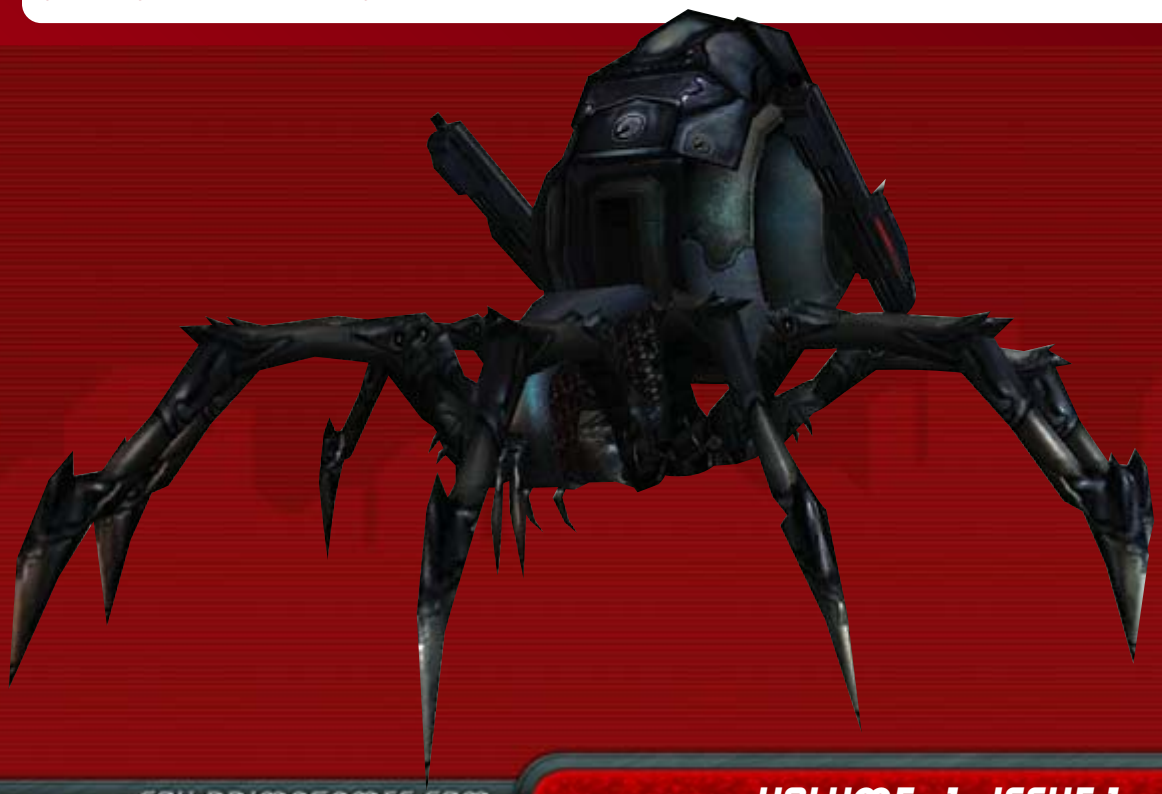
HISTORY: SHARKHEAD ISLE

Sharkhead literally looks like the iconic profile of a biting shark head from the air. How the Children of Enos, who first settled the isle, named it without the aid of airplanes is beyond most.

These days Sharkhead is an environmental nightmare. It started in 1969 when bauxite was discovered. Kirk Cage bought the island, formed a consortium with Family backing, and started mining ore. Even then he cared little for the land and ran off the natives—and the Coralax, who swore it was sacred. But as time went on the "Cage Consortium" became undeniably criminal. Workers were exploited, and while bauxite was mined, it was secondary to the collection of weird coral fossils found scattered about Sharkhead. Cage became obsessed with gathering these shards and offered massive bounties for even the tiniest bits.

About the same time, the horrible working conditions lead to a labor revolt led by a genuine superhero named Scrapyard. The sledgehammer-wielding hero had such popular support that Cage tasked an up and coming enforcer with dealing with the problem. "Captain Mako" caught Scrapyard after another fight, ripped him to shreds, and made sure it made the evening news.

The revolt ended, but the revolution began. Since that day, a woman by the name of Iron Widow has been quietly reaching the miners and readying them for another strike. She is aided in her quest by an unlikely ally—the ghost of Scrapyard! The spirit now marches through Sharkhead Isle frequently, gathering workers and looking for his killer, Captain Mako, now a lieutenant of Recluse himself.







CONTACTS

Lorenz Ansaldo, Family Associate: Lorenz is an associate of the Family. He's a troubleshooter for their problems who outsources freelance Villains as necessary.

Diviner Maros: Maros is a figure of awe and terror, even among his fellow Circle of Thorns. His disjointed mind has the ability to see the past and the future.

Arachnos Operative Vargas: Vargas is a lower-ranking Arachnos operative who is looking to gain prestige in the organization by rooting out and eliminating its enemies. Since he doesn't want anyone else within Arachnos to get the prestige, he outsources missions to freelance villains, then takes the credit for himself.

Captain Petrovich: Captain Petrovich is an old sea captain who has smuggled, cheated, murdered, and backstabbed his way through the Rogue Isles for many years. In that time he has learned a great deal, and he works for various villains on the isles, with loyalties to no group in particular. Some say Petrovich has gone soft in his old age—but never to his face.

Lt Heathcliff Chalmers: Lt. Chalmers is a recent Sky Raider recruit, joining them after betraying the British SAS. The turncoat has been tasked with organizing operations utilizing super-powered persons of "discretion."

Crash Cage: Crash is the daughter of Kirk Cage, of the Cage Consortium. But don't even think about using her to get to the big guy himself. The two haven't spoken since she ran away and joined up with a bunch of mystic types. Word is she's got it in for her dad and doesn't mind running missions against the consortium.

Henri Dumont: Henri is one of the top dogs in the Consortium. It's his job to make sure the Sharkhead Isle operation runs smoothly. He often hires freelancers to handle special jobs he doesn't want traced back to the business.

Doc Buzzsaw: This mad woman makes no secret that she was once a disciple of Dr. Vahzilok. She now combines the clunky warez of the Freakshow with the horrid lessons she learned from her mentor.

Mickey the Filch: Mickey used to be a bookkeeper for Cage. How he got thrown out and didn't wind up in Potter's Field is a mystery. Most think he got caught embezzling but had enough evidence of Cage's shenanigans to keep him alive.

Kara the Scorpion: Kara was a top-notch assassin before she suffered a crushing defeat by Statesman. Her body has never been the same, so now she brokers information for the criminal underground.

Vince Dubrowski: If there's one thing the Cage Consortium believes in, it's profit. Vince is in charge of keeping down the rabble-rousing Scrapyarders.

Operative Kirkland: Kirkland keeps tabs on the various factions on Sharkhead, making sure they don't get too powerful, and discerning what he can about the strange coral fossils.

Archmage Tarixus: Tarixus is an ancient sorcerer who has long dwelled near Potter's Field. His mortal body has long since left this world, but his spirit remains—and demands attention!

ENEMIES

ARACHNOS

As usual, Arachnos isn't your friend. Tangle with them at your own risk.

Neighborhoods: Port Recluse, Villa Requin.

CAGE CONSORTIUM

Cage's bullies may dress like policemen, but they act more like thugs. Their sole concern is keeping the bauxite—and coral fossils—flowing. Like Arachnos, they hate everyone, so feel free to beat them up even if you work for Cage.

Neighborhoods: The Crush, Hellforge, the Pit, Villa Requin.

THE COUNCIL

Why the Council is interested in this desolate mining island remains to be seen.

Neighborhoods: Port Recluse, The Pit.

THE CIRCLE OF THORNS

There's obviously something magical about the coral fossils Cage is so anxious to gather. That's almost certainly why the Circle is here as well.

Neighborhoods: Potter's Field.

THE FAMILY

The Family watches over their interests and has several gangs present on Sharkhead to make sure Cage stays in line.

Neighborhoods: Port Recluse, Villa Requin.

FREAKSHOW

Every day on Sharkhead Isle is like Christmas to the deranged Freakshow. They scavenge from dawn to dusk in the industrial wastes looking for bits to jam into their flesh.

Neighborhoods: The Crush, Hellforge, Potter's Field.

SCRAPYARDERS

Some Villains find fighting striking miners rather than Heroes a bit much to stomach. Then they get by one of their hammers, or those nutjobs with the dynamite.



Neighborhoods: Port Recluse, the Crush, Hellforge, Potter's Field.

SLAG GOLEMS

First thought to be weird protectors of the coral fossils, the slag golems attack all who approach.

Neighborhoods: The Pit, Hellforge, the Crush.

SKY RAIDERS

The Sky Raiders have contracted out to the Consortium to protect against super-powered threats.

Neighborhoods: The Pit, Villa Requin.

NEIGHBORHOODS

PORT RECLUSE (Levels 20–22)

Port Recluse is home to the famous Pier #7, where the hero known as Scrapyard was literally shredded by Captain Mako. This event created Mako's career and eventually led to him becoming one of Lord Recluse's lieutenants.

Further into the interior, one is greeted by Sharkhead's beauty—if you find endless factories billowing black smoke beatufiul.

Continue west and you'll find a dingy village cobbled together from whatever materials were at hand. It's not much, but it is home to the world-famous Chum Bucket bar.

THE CRUSH (Levels 21–23)

Beyond the port to the northwest is a plain of filthy streams, plumes of black smoke, and acres of rubble piles. Atop these piles are hardscrabble shanties filled with the lowest of the low. Pieces of scrap metal stick out of the rubble piles, garbage fires flare up constantly, and only the most unfortunate—or the mad members of the Freakshow—try to live here..

This is the Crush.

Originally named for a junk-smashing operation, it now applies equally well to those unfortunates who live here.

To make the neighborhood even more charming, a number of processing factories operate in and among the makeshift homes. This is where the ore mined on the island is processed and separated to be sent to the Hellforge smelters.

HELLFORGE (Levels 21–23)

Nestled between the Crush and the Pit is the infamous Furnace #6, known as the Hellforge.

One of the largest blast furnaces ever built, Hellforge is an industrial behemoth—belching flames, pounding steam hammers, and flowing channels of molten steel 24/7. With its plumes of smoke and the light of never-ending fires, it's an easily located landmark by day or night.

This industrial cathedral towers over everything in the zone, with smokestacks as high as skyscrapers on other islands.

There are some who say the Hellforge is some clever ruse created by Cage to hide a tunnel straight down into the depths of Hell, but if that's true, the hundreds of workers who labor there haven't seen it yet.

THE PIT (Levels 23–25)

The Pit is a massive quarry of holes, troughs, and ditches cut straight into the belly of the island.

Within the Pit are piles of busted concrete, smashed cars, and ruins where the ledges have collapsed and taken a good portion of the company town above with them. Some effort has been made to shore up the ever-widening gap with metal I-beams and any other materials at hand, but the Pit is still a treacherous, chaotic mess.

The reason for the devastation here is that, so far, it's yielded the most coral fossils. Cage has a nose for this sort of thing and ordered massive destruction of the landscape to get to the valuables beneath.







The impact was so great that the island seems to have responded. This is where the terrifying Slag Golems first appeared, though they've now spread to the Hellforge and beyond. The Scrapyarders claim they are the island's protectors given life, but that may just be propaganda designed to turn more people against Cage.

The Council has leased land from Cage and maintains a Striga Isle–style base complete with turrets and checkpoints on the northern edge of the Pit, built upon the edge of the small hill range. Walled, constantly patrolled by mech men, and bristling with turrets, this base is one of the strongest-held positions on the island.

The fascists are testing out new weapons here and can often be found firing off explosions in the pits near the walls. At nighttime they test other weapons and let loose their vampyri and warwolves, using Freakshow and the occasional bystander as their prey.

The Council has been busy tunneling too, and has taken up more space underground than Cage may realize.

The Sky Raiders have also created a small base on the island. They've been hired by Cage as security to keep the peace and help out if the miners revolt in force.

VILLA REQUIN (Levels 24–27)

Nestled between Port Recluse and the Pit, just east of the Arachnos base, is a small but private island. Villa Requin (Village of the Shark in French) has cliff faces around all but the southern shore, where there is a nice concrete and wooden marina, filled with expensive cigarette boats and yachts. This is where Governor Cage, his capos, and high-ranking Arachnos officials reside). Needless to say, rabble is not welcome here.

POTTER'S FIELD (Levels 27–30)

Running across the southern edge of Sharkhead is a raised plateau that has not been touched by the strip mining. The top of this plateau is covered with a graveyard named Potter's Field.

The residents of Sharkhead have long been buried in this large graveyard on the southernmost edge of the island. These days, the hard-pressed miners grab whatever they can to create monuments to their dead. The field is now crowded with tombstones, morbidly decorated with machine parts and scrap iron. There's little topsoil here, so most of the private graves are actually crypts, while the mass graves are literally blasted from the stone. The largest of these monuments is a scrap metal effigy in the shape of a giant hammer; a tribute to Scrapyard.

A few years ago, careless grave blasting caused the graveyard to flood. Roughly a quarter of the cemetery is now submerged in a foot of water.

Fortunately for the island, the flooding caused a temporary halt in plans to start excavating the graveyard for more ore (and coral shards). That was good news for the Circle of Thorns, who had tried to set up a cell here for the last few years. Magical emanations from the island had concerned them since serious construction began, but the countless technological foes—such as the Cage Consortium and the Freakshow—made it difficult for them to gain a foothold.

The Freakshow avoid the cemetery for the most part, but there are a few weird body enhancements scattered through the graves or the macabre headstones that grant magical powers in addition to mechanical functionality. These are obviously highly prized by the Freakshow, so they frequently conduct "graverobber" raids in force.



SIREN'S CALL



- Hospital (Hero)
- Hospital (Villain)
- 1 Sharkhead Isle
- 2 Steel Canyon
- C **Contacts**
  Warzone Agent Brinson (C1)
  Warzone Operative Massey (C2)
- P **Plaque**
  Swashbuckler 3 (P1)
- **Exploration Badges**
  Hangman (1)
  Politician (2)
  Broad Shoulders (3)
  Practical (4)

Essential Data
Level Range: 30+
Neighborhoods: 4
PvP Zone: Yes
Strike Force NPC: NA

Connections
Sharkhead Isle: Local Helicopter
Steel Canyon (CoH): SWAT

NOTE

Please see the PvP chapter for more info on PvP zones.







HISTORY: SIREN'S CALL

Nearly a year ago, the War Walls in the northeastern corner of the Siren's Call were demolished by a massive blast.

The public version of events is that a Hero known as Sunburst, who had been criticized for causing fiery collateral damage in the past, chased a small-time crook out to the docks. The crook stole a small boat and Sunburst pursued. The hero had often had trouble controlling his incredible powers, and according to witnesses on the Gazdul oil rig, Sunburst literally went supernova and exploded, killing himself and the crook. This destroyed the War Walls and created a massive crater, which filled in with the ocean.

The truth is quite different, and is known within criminal circles. Sunburst was chasing a small-time crook, but the crook was none other than Scirocco in disguise. He was able to withstand a few of the Fire Blaster's attacks until he could escape out into the bay in the "stolen" boat. Of course the boat was already loaded with a special bomb—created by Dr. Aeon—and exploded a moment after Scirocco teleported free. Sunburst was indeed killed in the explosion but Scirocco had already teleported away.

With the Rikti invasion quelled, the massive construction needed to repair the War Walls was postponed. This allowed a number of villains to trickle in from the Rogue Isles, and Councilman John Chard eventually asked for FEMA funding to repair the walls.

But according to word on the street, Statesman intervened. The lure of the Siren's Call to Lord Recluse's minions was great. In this case, he argued, it was best to let them in and attempt to capture them.

Councilman John Chard realized the danger this posed to his citizens, but he also realized the good this would do Paragon City as a whole. Though he struggles with it daily, he has decided to allow his constituents to be used as bait in Statesman's trap.

This situation causes both Chard and Statesman great sorrow, for the people of this zone have been devout and loyal fighters in the cause of freedom for generations. But this is also why they can be relied upon not to give up in the face of constant strife.

Only those willing to sacrifice ever do.

These days Villains strike Siren's Call on a near-hourly basis. But many of the invaders are captured and incarcerated. Freedom Corps has sent squads in to keep the most violent or disastrous criminals in check, but are otherwise told to let Heroes take care of Villains.

ENEMIES

ARACHNOS

Lord Recluse has allowed small groups of Arachnos to stage this raid on Paragon City. Publicly, it is retaliation for the "invasion" of Bloody Bay by Longbow, but this holds little water with the UN and other organizations.

When world opinion turns too venomous—and he's not ready to reveal his final plans—he'll withdraw. In the meantime, the battle between his and Statesman's forces amuses him.

Neighborhoods: Randall's Ruins, Fossburg.

CLOCKWORK

The minions of the Clockwork King have expanded to Siren's Call, gathering bits and pieces from the ruins of the super-beings' catastrophic battles.

Neighborhoods: Randall's Ruins, Fossburg.

LONGBOW

Longbow's forces are concealed throughout Siren's Call, emerging only when Arachnos raiding parties are seen entering the city.

Neighborhoods: Randall's Ruins, Talos Park, Buildville.

SKY RAIDERS

Never ones to shirk a fight, the Sky Raiders see Siren's Call as a perfect training ground for their new recruits.

TSOO

The Tsoo have spread their drug trade into Siren's Call, hoping to sell to super-Villains as well as their usual clients.

Neighborhoods: Randall's Ruins.

WARRIORS

The proud Warriors have recently moved into Siren's Call, mostly to prove their mettle against Heroes and Villains alike.

Neighborhoods: Fossburg, Talos Park, Buildville.



NEIGHBORHOODS

RANDALL'S RUINS (Levels 30–32)

Years ago, a pirate named Randall the Cunning built a false lighthouse here and lured passing ships to their doom.

The old lighthouse is long since gone, but the spirit of luring people to their doom seems to remain—Villains drawn in from the Rogue Isles pass through Randall's Ruins on their way to targets in Fossburg and Buildville.

As one quickly sees on entering Randall's Ruins, Sunburst's explosion tore down far more than the War Wall. A large number of buildings have toppled and the streets here are little more than piles of cracked concrete.

The two oil rigs were put up after the explosion before things heated up between Arachnos and Longbow. These are owned by the Gazdul Oil Company, who own the *Cairo Queen* you might have seen in Port Oakes.

FOSSBURG (Levels 30–32)

Half of Fossburg was demolished, say the pessimists, The optimists say half of it survived.

Regardless of your perspective, half of the town is in ruins while the other half remains intact. Business continues as usual, though cleanup crews have been slow to tear down the rubble with the constant super-powered fights.

TALOS PARK (Levels 30–32)

The hero Talos was a great help in the defense of Siren's Call before he became synonymous with Talos Island. hence the small Talos Park found here.

Half of this neighborhood is the park, which has lately become infested with Warriors. The other half of the neighborhood is the Siren's Call Town Hall and commercial buildings, including a bank. The Town Councilman's head-quarters is here, as well.

BUILDVILLE (Levels 30–32)

In the early '90s, tech companies in this section of Paragon City boomed and a number of large skyscrapers were erected in just a few years' time. Residents began to call the downtown area "Buildville" for its rapid construction.

Criminal elements were said to be thrilled with all the construction as well. Besides the graft built into most construction companies, more than a few bodies fill Buildville's foundations.

With the hole in the War Walls, Buildville is a constant target of villainous raids, from industrial espionage to bank robberies. Longbow patrols have increased here lately, and capes are plentiful, so if you're thinking of showing the locals who's boss, make sure you're well-prepared.







ST. MARTIAL



- Hospital
- Base Portal
- Ferry
  Rogue Isles
- Black Helicopter Line
- Warburg
- General Store
- Quartermaster (x3)
- Magic Store
- Mut. Store
- Nat. Store
- Sci. Store
- Tech. Store

Contacts
Isabel the Knife (C1)
Hardcase (C2)
Ian the Shark (C3)
Arbiter Hayes (C4)
Jezebel Jones (C5)
Hard Luck (C6)
Basse Croupier (C7)
Ice Mistral (C8)
Slot Machine (C9)
Vivacious Virandi (C10)
Johnny Sonata (C11)

Plaque
Arachnos Rising 2 (P1)

Exploration Badges
Deuces Wild (1)
Crimelord (2)
Stonekeeper (3)
Camel Snot (4)

To Pocket D

Essential Data
Level Range: 30–40
Neighborhoods: 6
PvP Zone: No
Trainer(s): Arbiter Hayes
Strike Force NPC: Ice Mistral

Connections
Cap au Diable: Rogue Ferry Line
Grandville: Rogue Ferry Line
Nerva Archipelago: Rogue Ferry Line, Local Helicopter
Sharkhead: Rogue Ferry Line
Warburg: Local Helicopter



HISTORY: ST. MARTIAL

St. Martial was once little more than a semicircle of rock in the Atlantic. Birds and sea turtles called it home, and pirates often collected eggs and meat here, but otherwise it was uninhabited and rarely even charted. In the mid-1970s, everything changed when Manuel Marcone, the Family's "Captain" in the Rogue Isles, discovered it.

Manuel made fortunes in the wake of Arachnos's takeover and lax drug laws. Some of that money he invested in the Cage Consortium on Sharkhead Isle. The success of Las Vegas for the "old mafia" convinced him a similar resort town in the Rogue Isles would be even more lucrative. After all, the usual U.S. laws against gambling and other vices were much more…malleable…under Lord Recluse.

So Manuel drew up a plan, presented it to Sebastian Frost of the Family, and won approval to create a new Las Vegas–style resort island in the Atlantic. The lax laws of Arachnos and the lack of any Coast Guard to police drug shipments quickly paid off the substantial costs of construction. High security for VIPs who turned a blind eye to anything that didn't directly harm the business of St. Martial sealed the deal. The resort was a success.

But still it needed something. It needed talent. Enter Herman Wietzel.

Herman was a singer. He wasn't a particularly bad singer—he'd made it past the first round of several competitions. But he wasn't great, and he really wanted to be. After a few more middling competitions, on a dark night in Vegas in the late '70s, Herman made a dark pact.

The next day, Herman Wietzel was gone. In his place was Johnny "the Pipes" Sonata.

Johnny Sonata was an overnight star. He played every casino in Vegas, rising straight to the top in just a few years. Fame, women, and more money than he could count in a lifetime were his.

But dark pacts have a price, and Johnny's day of reckoning was drawing near. By the 1980s, he realized he had but a decade left to live. He started researching the infernal creatures who had given him his powers. He spoke with diabolists, tortured mages, and bought or stole books from a dozen private libraries. Finally, Sonata came up with a plan.

The devils who had claim to Johnny's soul couldn't cross certain protective wards. But Pipes couldn't live in a small pentagram or other protective circle forever, of course, so he figured out a way to construct a ward around an entire island.

St. Martial was a perfect choice. It had people of questionable morals to help him out and a fantastic showroom to perform in. Johnny made inquiries with the St. Martial Family and found they were more than happy to accommodate him. They'd hire (or force) someone to build demonic wards around the center of the island in exchange for a lifetime commitment.

Johnny agreed, and a year later—one night before his soul was to be forfeited to Hell—the wards were completed. Johnny now performs nightly at the Golden Giza, a massive golden pyramid smack in the center of the island. St. Martial got the kick in the pants it needed to be wildly successful, and Johnny got to live.

The demonic legions have been fairly lax so far—a decade is but a moment to them—but they have finally decided to collect Johnny's debt. They can be found lurking in the dark alleys of the outer rim, terrorizing mortals or converting them into demonic servants who can ignore the barriers. The Family and Arachnos have increased patrols to halt the diabolic incursions, but they are merely battling the symptoms rather than the disease.





ENEMIES

ARACHNOS

For the most part, Arachnos keeps a low-profile around the casino—they don't want to upset the patrons. Outside of Babylon, however, they're fully packed for combat with the encroaching wailers and other trouble-makers.
Neighborhoods: All.

CARNIVAL OF SHADOWS

The Carnival blends in perfectly here amid the glitz and glam of the Golden Giza. They fleece, trap, and possess those foolish patrons who have yet to learn of the sinister Carnival of Shadows!
Neighborhood: The Flop, Babylon.

CIRCLE OF THORNS

The wizards are trying to make contact with the Wailers, perhaps to recruit them to their cause. The only thing most people are sure of is that the Circle is growing increasingly angry with Arachnos, and might want to aid the demons if they are after Lord Recluse or his people.
Neighborhoods: The Jack Pot.

DEVOURING EARTH

The devastation to the atoll that was here prior to the construction of St. Martial was felt by the Devouring Earth. And they're not happy about it.
Neighborhoods: Black Mariah, the Jack Pot, the Hard way.

THE FAMILY

The Family runs St. Martial, so expect them to be in your face when you're in the casino or Babylon proper. They don't stray outside of these areas for fear of the Wailers—that's Arachnos' job.
Neighborhoods: Babylon, Black Mariah.

FREAKSHOW

The Freaks show up to St. Martial sometimes after a big score. They like to party, but usually blow through their ill-gotten gains too quickly and start looking for trouble to keep the party going.
Neighborhoods: Black Mariah, the Hard Way.

LONGBOW

The agents of Longbow aren't officially anywhere on the island. But if you happen to see a stray agent lurking in a dark alley, don't get too overconfident. They're known to stage occasional ambushes for "prestige prey," such as you, friend.
Neighborhoods: Black Mariah.

TSOO

The nefarious Tsoo show up anywhere there's money to peddle their wares.
Neighborhoods: Black Mariah, the Flop, Babylon.

WAILERS

Everyone who knows anything about the occult swears these things are trying to break into the Golden Giza, but are somehow prevented from doing so. Whatever it is doesn't seem to be keeping them from the rest of the island.
Neighborhoods: Jack Pot, the Flop, the Hard Way.

CONTACTS

Hard Luck: Hard Luck is a casino enforcer who hires villains to break the luck of those who are *too* lucky.

Hardcase: This tough guy is a professional demon hunter. As a rule, his sort doesn't live very long, so the fact that he's a veteran is a testament to his skill.

Slot Machine: Something seems slightly wrong with this gambling device. Maybe it's the fact that no one else ever goes near it. Or how the glowing orange light if its screen sometimes turns blood red. Whatever it is, something feels wrong, and whenever its wheels spin you could swear you hear voices.

Basse Croupier: Basse had a promising singing career until a series of unfortunate events ruined him. Sonata felt sorry for the singer and gave him a job, and Basse has been Johnny's loyal friend ever since.

Ian the Shark: Ian is a professional gambler whose luck ran a little too good at the Giza. The casino banned him, so he's had to turn to "fixing" instead.

Ice Mistral: Ice Mistral is Scirocco's icy-cold partner in crime. See her for the Ice Mistral Strike Force.

Isabel the Knife: Isabel runs a high-dollar escort service here. Her girls find out a million secrets and Isabel sells each one for twice that.

Jezebel Jones: This vision of beauty runs Johnny Sonata's favorite escort service. This gives her a great deal of pull, even within the upper echelons of the Family and Arachnos. Her access and charm give her a dangerous level of power.

Vivacious Verandi: As a relative of the Verandi family, Vivacious has had the world at her fingertips. This made her a perfect target for the Carnival of Shadows, and she is now a pawn of the Carnival Mistress.

Johnny Sonata: He's the top of the heap, the Big Cheese, the man himself: Johnny "The Pipes" Sonata. While he still releases a platinum selling album every year, he never leaves the island. Some say he can't, perhaps due to some weird debt with the Family.



NEIGHBORHOODS

DOUBLE DOWN AND BLACK MARIAH (Levels 30–32; 31–33)

The Arachnos Checkpoint here in Double Down can be thought of much like U.S. Customs or the Border Patrol. Arachnos monitors who and what moves out of St. Martial very carefully.

Arachnos maintains a fully functional base at Black Mariah as well, complete with a fast-reaction force and heavy assault troops such as Tarantulas.

Double Down is the industrial section of the zone, under full destruction and reconstruction almost nightly.

JACKPOT (Levels 35–37)

Jackpot gets its name from its shape as the back half of the "horseshoe" that forms St. Martial. The locals live here in high-rise tenements. Most work on the island by day, then return to the gloom of the 'burbs by night.

The Tsoo prey on the weak of this neighborhood by encouraging superadine use, forcing people to act as operatives or mules, and running protection rackets on the local businesses.

The demons after Johnny Sonata are thick here as well. They're called Wailers and, ironically enough, have a sonic attack that sounds like really horrible singing. The demons can often be found chasing civilians, hanging out on fire escapes and rooftops, throwing things at people, and generally causing mischief while they await a way into the Golden Giza.

Arachnos hunts the Wailers but is more than happy to take out any other troublemakers they come across as well.

The Circle of Thorns can occasionally be found in the swamps along the northern edge of the Jackpot at night, performing their bizarre rituals or attempting to communicate with the Wailers.

The locals' biggest problem, however, is that the Devouring Earth has finally come to St. Martial. Hamidon recently consumed a villain from this island; in picking through his memories, he realized just what had happened here—that this once pristine wildlife refuge had been utterly destroyed by glitzy casinos. The Devouring Earth has but a small foothold here for now, for Arachnos's strong presence means they must confine themselves to the swamps and dark alleyways and sewers. Because of this, they seek new environmental champions who will help them destroy the humans' blasphemous buildings and roadways.

FORTUNE'S WHEEL (Levels 34—36)

On the northern edge near the swamps in what seemed to be unusable land, can be found the Carnival of Shadows. Their large "dens of sin" lure in dozens of fools a day, even though rumors are common that those who enter often don't return. This just proves the old adage that there's a sucker born every minute.

THE FLOP (Levels 35–37)

The Flop is the oldest standing neighborhood of St. Martial. It's very rundown and near collapse, but a few stubborn holdouts remain in the face of the Tsoo, Wailers, and other threats.

THE HARD WAY (Levels 35–39)

The Flush was at one time a pristine island and "the place" to live while the Golden Giza was being constructed and in the early years of St. Martial's history. Manor houses and lovely complexes of high-rise living and offices once surrounded this small neighborhood, but that was then.

Now there is little life in the Hard Way. The manors, apartments, and offices have been long abandoned and the island turned into a dump. In the early '90s a recycling facility was built on the southern tip of the Hard Way to accommodate the trash and recyclables coming from the casinos. As time passed, more of the Rogue Isles began sending their trash to St. Martial. Another facility was built, large cranes were installed, and the Hard Way turned into a landfill.

BABYLON

This is the big time. The big bosses, high rollers, and major players of the world all come to St. Martial to blow off steam, gamble like mad, and engage in activities we can only hint at in a T-rated game.

Babylon is the name given to the manmade island in the center of St. Martial. A few million pounds of concrete were poured into the center of the island to form the base, and it shows (something the Devouring Earth fume about).

Babylon is surrounded by a canal that separates it from the rest of the island. At the center is the Golden Giza Casino, a massive pyramid lighted by giant spotlights. Beneath the casino is a large series of loading bays where goods used by the casino are brought in. This area is heavily guarded by the Family and Arachnos, who make certain nothing goes into or out of the Golden Giza that isn't logged or known about.





WARBURG



- **Hospital (Villain)**
- **Hospital (Hero)**
- **Kings Row**
- **St. Martial**
- **Contacts** (C)
  Warzone Operative Braun (C1)
  Warzone Agent Goddard (C2)
- **Plaque** (P)
  Arachnos Rising 1 (P1)
- **Exploration Badges**
  Weapon of Mass Destruction (1)
  Tunnel Rat (2)
  Triumphant (3)

Essential Data
Level Range: 38–40
Neighborhoods: 1
PvP Zone: Yes
Trainer(s): NA
Strike Force NPC: NA

Connections
Kings Row (CoH): Paragon Helicopter
St. Martial: Local Helicopter

NOTE

Please see the PvP chapter for more info on PvP zones.



HISTORY: WARBURG

Warburg was home to a Council base during the world's long Cold War. Missile silos were erected, secret weapons were developed in deep underground bunkers, and spies lived in the cold gray towers that dot the island's surface.

The Council was "forcibly evicted" in the late 1960s by Lord Recluse, and its facilities were taken over by Arachnos. Eventually a support economy of civilian workers rose on the surface and slowly began to build homes and businesses as well.

The underground labs the Council left behind were rechristened "the Web," and most of the old missiles were destroyed. One large rocket-firing platform at the center of the island remained, but even it was hidden by the false facade of a building.

Until recently.

Marshal Jason Blitz believed Lord Recluse wasn't acting fast enough in his bid to take over the world. He found it tragic that the Web had developed so many incredible weapons and none of them were being used on the hated Heroes!

When Blitz learned he was dying of cancer, he decided to speed things up a bit so that he could live to see the defeat of Paragon City. He murdered Governor Melody Harkness and took over the city with a cadre of troops loyal to him. Soon after, he demolished the false facade on the Warburg Rocket at the center of his city and started firing warheads armed with various toxins on Paragon City.

Lord Recluse promised the U.N. he would rectify the situation, but his troops have so far been stalemated by their rivals. (Or so Recluse claims.)

Since the Warburg weapons are being used on American soil, Longbow has taken it upon itself—with presidential approval—to "intervene" in the Rogue Isles and take down the despot. They've asked for help from Paragon City's numerous heroes, and they've begun arriving in force.

Recluse could squash the incursion, but he's far more interested in letting the secret weapons do their damage now that they've been exposed, testing those who would serve him, and luring heroes to their doom.

VILLAIN GROUPS

ARACHNOIDS

These hideous experiments have broken free of the Web and are running amok! They're taking vengeance on the scientists who created them, but unfortunately for you, these are the very same scientists who have launch codes you need for the Warburg Rocket.
Neighborhoods: The Web.

ROGUE ARACHNOS

Don't be fooled by the uniforms—Marshal Blitz's men are just as unfriendly as Lord Recluse's soldiers. Fortunately, only the Rogue Arachnos troopers will shoot at you this time.
Neighborhoods: All.

LONGBOW

Longbow is here to serve as backups to the Heroes. This gives the US some plausible deniability should something "unfriendly" happen with Arachnos.
Neighborhoods: Hero Base, Warburg.

MALTA

Marshal Blitz contracted a number of Zeus-class Titans from the Malta Group to help defend the island. They can be found patrolling the surface with orders to shoot anything that moves.
Neighborhoods: Warburg.

NEIGHBORHOODS

WARBURG (Level 38)

Warburg is a cold and barren place, filled with slate-gray buildings and concrete walls. The only truly interesting feature is the massive rocket looming over the eastern edge of the island.

Marshal Blitz has taken over the island, taking his men with him. (Those who didn't join were quickly "evacuated.")

The "Rogue Arachnos" can be found in patrols and hastily constructed fire bases throughout the city. Some blockade streets; others are perched on the ledges of tall buildings to take down airborne threats.

THE WEB (Level 38)

Beneath the cold streets of Warburg is a vast, hidden laboratory hiding more secrets than even Recluse knew about. Venture within and discover for yourself what lurks within these twisting hallways.



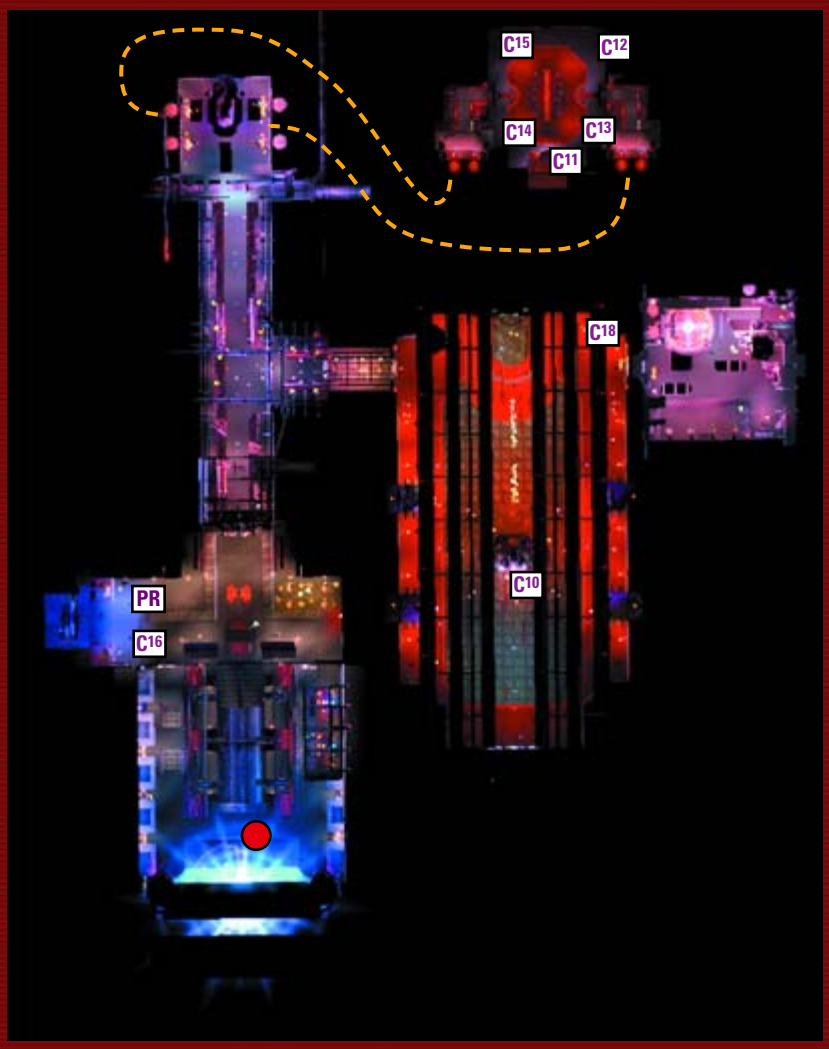


NEW ZONES

GRANDVILLE



GRANDVILLE TOWER LOBBY



Trainer
Arbiter Apolis

Elite Quartermaster

Contacts
Notoriety (C1)
The Television (C2)
Dr. Forrester (C3)
Arbiter Rein (C4)
Westin Phipps (C5)
Terrence Dobbs (C6)
Agent Korol (C7)
Number 204 (C8)
Mage Killer Zuhkara (C9)
Arbiter Daos (C10)
Lord Recluse (C11)
Ghost Widow (C12)
Black Scorpion (C13)
Scirocco (C14)
Mako (C15)
Operative Grillo (C16)
Wiggy the Brit, Broker (C17)
Khur'Rekt, Rikti Ambassador (C18)

Crey Corp.
Tavish Bell

Tangle
Reginald Pither, Arachnos Efficiency Expert (T1)
Abyss (T2)
Shadow Spider (T3)
Viridian (T4)

Ferry
St. Martial, Cap au Diable, Sharkhead, Nerva Arch.

Helicopter
St. Martial

Plaque
Arachnos Rising 4 (P1)
Arachnos Rising 5 (P2)

Exploration Badges
Sewer Dweller (1)
Guttersnipe (2)
Master of the Airwaves (3)
Overlord (4)

Portal Room
Vernon von Grun

Portal to Recluses' Victory

Hospital

Grandville grew from a prosperous pirate town to a thriving business center in the mid-1950s. Many corporations found a use for offshore operations, and the locals were always eager to welcome new investors.

Lord Recluse took control of the Rogue Isles in the mid-1960s and decided the island of Grandville would serve as home to his capital, Spider City. He erected a massive Watchtower there called the Web. Over time, the lax regulations (lax, at least, for those who could afford them to be) brought in even more business. The island of Grandville is small, however, so the corporations built up rather than out.

Spider City is now a dense jungle of towering gothic skyscrapers, linked by walkways and bridges. Below are the castaways, infiltrators, and creatures too terrible to control. Above are the less ferocious but more cunning hunters, like spiders waiting to pounce on prey below.

THE ARACHNOID INFESTATION

Arachnos has been hard at work at creating its own super soldiers to combat the growing super-Hero population. According to Longbow, this top-secret project is known as the "Fury Gambit." Nothing is known about the process itself; the results, however, are found throughout Grandville. The Fury Gambit twists its subjects into spider things with Arachnoid features. Though some retain their sanity and become soldiers in the ranks of Arachnos, many more are left to fend for themselves on the lower rungs of Grandville. Thorough Longbow investigations discovered that the communication centers of these creatures' brains have been destroyed so that they cannot





reveal Arachnos's secret.

The "Arachnoids" now form two distinct blocks: those who serve Lord Recluse and those who have formed their own chaotic gang in the Gutter.

NEIGHBORHOODS

SPIDER CITY

Spider City is the name given to the Arachnos structures that surround the Watchtower, the massive hub of Lord Recluse's operations in the center of the island. The majority of Spider City exists above the streets and features numerous walkways, catwalks, and platforms. It appears that Arachnos built directly on top of the island's original buildings, rather than bulldoze the area and start from the ground up. One can glimpse the old, ruined buildings beneath the grates and catwalks around Spider City. Unwary Villains often fall into the dangerous area known as the Gutter.

Because Spider City is Lord Recluse's lair, banners and other Arachnos propaganda are omnipresent. There is little crime, however, as the heavy Arachnos patrols keep such things well under control.

ENEMIES

The ground-level spawns in Spider City tend to range from Levels 40 to 42 and are generally small (designed to fight 1–3 players). The catwalks above are somewhat more dangerous; the spawns are larger than those below (for 1–5 players) and range from Levels 42 to 43.

Arachnos

First and foremost, Arachnos forces are omnipresent. The most common spawns include Tarantulas, Fortunatas, and Crab Spiders. Turrets dot the area to provide additional security.

Pay special attention to the frequent squads of stealthy Bane Spiders and deadly Night Widows throughout the area. These are among the most dangerous of Arachnos's soldiers. When one sees a single Bane Spider, there's usually another one stealthed nearby (meaning that players won't be able to see it until the Bane Spider attacks).

It is not uncommon for Arachnos to launch surprise attacks on unwary player Villains from the numerous doors in Spider City. Note that these ambushes never occur at mission or elevator doors!

Large spawns of Spiderlings often scamper across pipes far above the ground. Occasionally, these patrols will drop down on unsuspecting Villains. Spiderlings are not especially dangerous, but they can prove distracting. It's relatively easy to begin a battle against Spiderlings, only to back into a roaming Arachnos patrol.

Circle of Thorns

The sorcerers of the Circle of Thorns often face off against their arch-nemeses, the Mu Mystics, on the catwalks above Spider City.

Crey

Crey scientists frequently travel to Spider City to collaborate with their Arachnos counterparts.

Longbow

Naturally, Longbow launches frequent forays into Spider City to commit acts of sabotage. Occasionally, players can see Longbow agents planting explosives or scouting.

Nemesis

The Prussian Prince of Automatons is no friend to Lord Recluse. He occasionally sends his forces to irritate his rival.

THE GUTTER

As Spider City grew, the nefarious characters attracted to Lord Recluse's side became too dangerous for the average civilian. Powerful executives disappeared into the dark alleys, and even Arachnos officials were attacked.

Recluse didn't truly want to eliminate the sometimes-horrific beings living in his shadow—they were far too valuable—so he simply "raised" the city above them. Walkways, catwalks, and elevated roads were constructed and then heavily patrolled to provide better separation between the civilians and the things that preyed on them.

The understreets were dubbed "the Gutter" and became home to the castoffs who couldn't remain in Spider City above. As time passed, the Gutter's denizens erected makeshift barricades and walls to protect themselves from the burgeoning number of Arachnoids.

The original buildings on the island are divided into four distinct sections or "wards" around the core of Spider City. The Southern Ward contains Hobo Row and Haven House. Of the four wards, this one is considered the "safest." The Eastern Ward is very similar to the Southern Ward in its architecture; however, the Arachnoids have taken over the area and frightened away almost everyone else.

The Western Ward was originally the warehouse district for old Grandville. Currently, Arachnos extermination squads are heavily patrolling the area to contain the Arachnoid infiltration. While these squads have successfully curtailed the Arachnoids, the citizens still suffer. Arachnos soldiers detain civilians under the



ruse that they might be Arachnoid-infected. In fact, there is nothing contagious about the Arachnoids; Arachnos is using this as a pretext to gather subjects for experimentation.

The Northern Ward embodies what happens when Arachnoid infestation overwhelms even the Arachnos forces. Rather than continue with a dangerous "bug hunt," Lord Recluse decided to abandon the area and leave it to the Arachnoids.

ENEMIES

The safest area, the Southern Ward, has the smallest and least difficult spawns. Their level range is 43–45; the spawns are set for 1–3 players. These spawns also are limited to the alleys and edges of the ward. The other wards of the Gutter possess spawns set for 3–5 players and Levels 45–46.

Arachnos

Arachnos is present throughout the Gutter, though most noticeable in the Eastern and Western Wards. Players will often see groups of Arachnos troops throwing explosives down into Arachnoid lair entrances ("Fire in the hole!").

Arachnos has also set up checkpoints to and from the Southern Ward; they want to monitor all the comings and goings of the few residents left in the Gutter. These checkpoints are heavily guarded, but the Arachnos troops have a smaller perception radius than normal spawns. Players can avoid fighting their way through these guard posts by climbing up the various pipes imbedded in the walls.

The Western Ward, where Arachnos still has working manufacturing facilities, presents an additional challenge. Wounded Arachnos soldiers sometimes run for help, which is almost always nearby.

Arachnoids

Arachnoids dominate the Gutter. If a player sees any webs or holes in the ground, watch out! Arachnoids are around; occasionally, Arachnoids will leap out of their subterranean lairs and attack anyone passing by. Also, hanging cocoons indicate that there might be Arachnoids lurking above. Players should scan 15 feet or so off the ground to make sure that there aren't any Arachnoids waiting to attack. Arachnoids are not nearly as brainless as rumors make them out to be.

Occasionally, a lone Arachnoid will lie out in the open and pretend to be wounded. In fact, many others are setting an ambush and just waiting for someone to take the bait! In a losing battle, Arachnoids sometimes run away to get help. Make sure to lock these runners down before they return with reinforcements.

Circle of Thorns

The Circle's struggles against Arachnos take them to the depths of Grandville.

Crey

For a substantial fee, Lord Recluse tolerates Crey conducting research in the Gutter.

Knives of Artemis

This enigmatic female mercenary organization hunts the Gutter for Arachnoids and other "volunteers" for their shadowy employers. The Knives tend to stay on the rooftops to avoid Arachnos patrols, and they usually come out only at night.

Longbow

Using the cover of the abandoned buildings, Longbow conducts special ops against Arachnos enemies.

Nemesis

Nemesis sends his soldiers into the Gutter to sting Arachnos's pride. Warhulks and Fake Nemeses sometimes patrol the abandoned areas, looking for troops to battle. Jaegers also can be found there.

THE TANGLE

About 10 stories above Spider City lies the Tangle. It is a maze of cables, piping, and other constructions that runs between the skyscrapers. The Tangle connects the five primary Spider City buildings with the central Watchtower.

Numerous things have taken up residence in the Tangle and live in concealed building ledges or within web-like sections of cables. Some of these beings, such as spying Longbow agents, have noble purposes, but most are more sinister.

ENEMIES

The lower Web contains spawns that range Levels 46–47 and are designed for teams of 1–3 players.

Arachnoids

Occasionally, Arachnoids find their way into the thin air of the Tangle from the depths of the Gutter.

Arachnos

Arachnos guards dot the various platforms and ledges of the Tangle. They can be found occasionally battling against Circle of Thorns or Longbow incursions. Turrets and Spiderlings supplement the regular Arachnos troops.

Be especially wary of a set of three doors high in the air. This is where the Mu Mystics launch their aerial patrols of the Tangle. If a Villain strays too close to these doors or any nearby platforms, the Arachnos sorcerers quickly





emerge from these doorways. In general, the Mu Mystics maintain a strong presence throughout the sky in the Tangle.

Circle of Thorns
The Circle continues its war against Arachnos even in the heights of the Tangle.

Longbow
In addition to the obvious Longbow attacks, players can occasionally find furtive Longbow operatives working at night.

Paragon Protectors
Arachnos has commissioned Crey Industries to provide additional security in this most sensitive area.

THE FAB

North of the main island of Grandville sits a small secluded piece of land that has been modified to one purpose—as a fabrication plant for the Web superstructure that composes the Tangle. Large spans of cabling, racks of anchor points, and segments of the main web-like material cover the main floor of the fabrication area.

While the main portion of the Web is in place and mostly operational, Arachnos is still fabricating and installing new segments. Floating barges halo the outskirts of the Fab; these boats continuously carry raw materials to the plants and finished pieces back to Spider City.

Fab Island is not much more than a glorified sandbar. Lord Recluse has built the fabrication facilities in the center of the island in an effort to minimize sea-based snooping. Because the plant itself lies slightly beneath sea level, protective concrete walls surround it. Arachnos planted numerous trees to camouflage the facility from prying eyes, but this era of satellite photography has all but destroyed any notion of secrecy and subterfuge.

There are two major ways to enter the Fab. The ground-based way, possibly the safest for smaller groups, is the loading dock on the western side of Fab Island. The conveyor belts laden with fabricated and finalized pieces of the Web rise up through a long and minimally guarded tunnel that provides key access to the Fab plant's main floor. After one enters the main floor, it rapidly becomes apparent that this area is *much* harder than any area in Grandville.

A player entering the Fab from the sky should watch for aerial patrols and numerous turrets. The top surface of the Fab has a large series of grates and vents with many gaps and openings that lead down into the inner sanctum. Pay attention to the surroundings; a misstep could easily result in a fall into the pit of the construction area. It's a long way down, and an extremely unpleasant welcome awaits intruders at the bottom.

ENEMIES
The surface and exterior of the Fab contains spawns Levels 48–49 that are large enough for 1–3 players. The interior of the Fab has groups that are big enough to tackle up to a five-player team and are generally Levels 49–50. The main floor is not for a solo player; this is an area best suited for teams of three or more. Small patrols are also fairly common, so a smart player will wait and try to learn their patterns before engaging in combat with a stationary spawn.

Arachnos
Crab Spiders protect the conveyer belts that lead into the main plant, while Arachnos turrets and Mu Mystics protect against aerial invaders. Beware: The turrets have a large perception radius and the ability to stun flying players. Affected players helplessly drop into the waiting hands of the ground forces. These defenses are, however, distributed fairly widely, so that the prudent player might escape detection.

Some very large yet slow-moving Bane Spider squads patrol the interior floor of the Web Fab. They are fairly easy to spot, so keep an eye out for these groups. Arachnos and Crey operatives can be seen sharing information technology or working in the area.

Spiderling patrols scurry along the pipes in the Fab plant. Players traveling under these pipes

SECRET ACCESS TUNNELS

*A tunnel connecting the Fab to Spider City lies directly across from the base of the conveyor tunnel up to the loading docks. This tunnel leads **all** the way to the heart of Grandville. Spiderlings and Arachnos drones guard the tunnel, but wary players shouldn't see either as much of a threat. Spiderlings don't do much damage, and the drones are rather easy to avoid by running away or giving wide berth.*



should pay careful attention to the Spiderlings, who tend to drop down, explore, then hop back up again. Large Tarantulas wander around the rooftops in groups of two or three.

Crey
Arachnos has hired Crey to help with the fabrication process for the Web. Crey scientists and security can be found throughout the manufacturing areas. Quite frequently, Crey workers are consulting with their Arachnos counterparts.

GRANDVILLE CONTACTS

REGENT KOROL

Background: Regent Korol is one of the few Fortunatas who have chosen to devote themselves fully to Arachnos by becoming powerful Tarantula Queens. Through the process, she has gained immense psychic abilities, which she uses to protect Arachnos from infiltration.
Levels: 40–45
Introduction: Broker (five Newspaper missions)
Special Mission: Korol's schemes put players squarely in the crosshairs of Countess Crey and her minions.

TERRENCE DOBBS, ARACHNOID EXTERMINATOR

Background: Terrence Dobbs is a professional exterminator specializing in Arachnoids. He's always looking for new recruits to help him keep the Arachnoid population down in Grandville.
Levels: 40–45
Introduction: Broker (five Newspaper missions)
Special Mission: Dobbs enlists the players to save a Bane Spider squad on the verge of being eaten by Arachnoids in their web-infested cave.

WESTIN PHIPPS

Background: Most people look on poor Westin Phipps as an unsung hero of the Rogue Isles, a lone man of principle determined to do what's right and stand up for the weak and the powerless, even in the face of Arachnos. But you know better. Westin Phipps is a tool of Arachnos. A ruthless man with a heart of rust, Phipps was planted by Arachnos to take up the role of a crusader for the downtrodden before a real one could show up. Any good he does for the poor of Grandville is offset by all the information he funnels into Arachnos. Would-be heroes, vigilantes, and rebels have all fallen victim to the false safety of Haven House. And Westin Phipps continues his work, ready to lure in more.
Levels: 40–45
Introduction: Broker (five Newspaper missions)
Special Mission: Players face off against Manticore himself while invading a Longbow spyship disguised as a freighter.

MAGE KILLER ZUKHARA

Background: Zukhara comes from a long line of arcane assassins trained in Russia. Technomagical augmentations make her nearly immune to magic. Combined with her intense training, these enhancements rendered her ready to wreak havoc on American magical spies. Unfortunately, her training ended at about the same time as the Cold War, so she was never deployed. She spurned the CIA and Malta Group's offers and decided to go freelance. Recluse caught up to her as she was jumping between factions in the Middle East. She doesn't have a strong loyalty to Arachnos or Recluse, but she does get to kill mages, which is what she likes best.
Levels: 40–45
Introduction: Regent Korol
Special Mission: Zuhkara leads player Villains against her hated foes, the Circle of Thorns. In one mission, players battle the Circle to free arch-demon Lilitu.

DR. FORRESTER

Background: Dr. Forrester is a brilliant if unbalanced scientist who has come to Grandville to develop new technologies in the service of Lord Recluse. He has taken a special interest in mutation theory and the Arachnoids who lurk in the Gutter of Grandville.
Levels: 40–45
Introduction: Terrence Dobbs
Special Mission: Dr. Forrester has players kidnap a scientist to lure Citadel into battle.

ARBITER DAOS

Background: Arbiter Daos is perhaps the most humorless man ever to walk the Rogue Isles. A devout servant of Arachnos, Daos is not loathe to take advantage of the impunity his position provides him. He often investigates groups and activities that, strictly speaking, lie outside his purview, but he does so in the knowledge that, whatever his reasons, Arachnos will stand beside him.
Levels: 40–45





Introduction: Westin Phipps
Special Mission: As a high-ranking member of Arachnos, Daos has access to the group's armory. In one mission, Daos gives players a unique Arachnos power shield, in another an Arachnos shotgun.

RIKTI AMBASSADOR KUHR'REKT

Background: Ambassador Kuhr'Rekt is a high-ranking member of the Rikti Restructurists, one of the two factions among the alien invaders that have appeared since their initial attack was stalled. Now that the rival Traditionalist faction has started to increase its smaller numbers while advocating long-term accommodation with the heroes of humanity, the Restructurists have decided that it is imperative they are stopped, even if doing so means working with elements of humanity. To this end, Kuhr'Rekt is on Grandville at the request of Lord Recluse himself, representing his people to trade assets, information, and technology that can be used against their mutual enemies.
Levels: 40–45
Introduction: Requires Native Badge (player has gained 25 other Badges)
Special Mission: Ambassador Khur'Rekt will enlist the player Villains to assault a Longbow base. To provide assistance, the ambassador arms players with a Rikti rifle and drone.

NO. 204

Background: This Tarantula robot is one of a new line of self-aware AI war machines that Arachnos is testing.
Levels: 40–45
Introduction: Requires Venomous Badge (defeat 200 Toxic Tarantulas)
Special Mission: No. 204 sends Villains into a special Gutter map to battle Tarantulas.

SHADOW SPIDER THE SPYMASTER

Background: Shadow Spider began her career as a Knife of Artemis, specializing in infiltration and intelligence jobs that no one thought possible. Now working with Arachnos, Shadow Spider acts friendly and nice, and is usually very good to her people, but she can turn cold as ice and hard as steel when she needs to.
Levels: 46–50
Introduction: Mistress Violet
Special Mission: Players attempt to salvage a weapons-smuggling operation while battling the Paragon Police Department and Longbow.

ARACHNOS LAB ASSISTANT VERNON VON GRUN

Background: Vernon von Grun is a lowly lab technician working on the least prestigious part of Project Fury: plant/human hybrids. Rumors say that he's become jealous of Operative Grillo and feels that he, Vernon von Grun, deserves to be more than a mere lab assistant! To that end, he's hatched an evil scheme.
Levels: 46–50
Introduction: Dr. Forrester
Special Mission: The spectral Woodsman has foiled von Grun's plan. Players, armed with special Creeper seeds, face the hero in a special outdoor map of the Eden zone.

ARACHNOS EFFICIENCY EXPERT PITHER

Background: Mr. Pither is a small-minded and petty man, who would have led a mean and meaningless life if he had not found his one true calling: efficiency. He was so dedicated to this task that it started to cost the lives of inefficient workers, in accidents that could have been avoided had they followed his efficiency regimen, of course. Lord Recluse came upon him when he volunteered a more efficient way to defeat a hero in mid-battle. Recluse offered him a job, and now Mr. Pither is one of the most feared men in Arachnos. Mr. Pither has a wife and three children, all of whose lives he runs like clockwork. Working for Mr. Pither can earn you the Efficiency Expert Badge by completing all of his timed missions successfully.
Levels: 46–50
Introduction: Arbiter Daos
Special Mission: Players must complete five timed missions to earn the special Efficiency Expert Badge.

ABYSS, HERO BOUNTY HUNTER

Background: Who Abyss really is remains a mystery. She showed up recently with costume pieces and gadgets belonging to several heroes who recently went missing—Heroes that Arachnos had put bounties out on. Impressed with her tenacity and obvious skill, Lord Recluse has let her run free in Grandville, doing whatever she pleases. Abyss gets results, and she expects the same of you.
Levels: 46–50
Introduction: Shadow Spider



Special Mission: Abyss requests the player to infiltrate the base of the hero team Vindicators and face off against its members (Mynx, Valkyrie, Luminary, and Ms. Liberty).

ARACHNOS OPERATIVE GRILLO, PROJECT FURY COORDINATOR

Background: Operative Grillo is a scientist dedicated to developments in science and technology to further the cause of Arachnos. He acts as the official Arachnos liaison with Dr. Aeon in Cap au Diable through his proxies, and is involved with a number of secret Arachnos projects. He is a fervent supporter of Lord Recluse's vision—a technocratic world led by its greatest thinkers.
Levels: 46–50
Introduction: Vernon von Grun
Special Mission: Grillo directs the players against the mother of the Snakes: Stheno.

TAVISH BELL, CREY SECURITY CHIEF

Background: Tavish Bell has worked for Crey for years, so he knows where all the bodies are buried. That information has gotten him the cush job of overseeing their outside security contracts. These contracts are with individuals with powers and abilities far beyond that which Crey can muscle together. These contract workers handle the jobs that Crey can't handle for themselves.
Levels: 46–50
Introduction: Expert Pither
Special Mission: Players try to stop Mynx and Synapse from escaping the Rogue Isles with critical data stolen from Crey.

VIRIDIAN

Background: Viridian is a very dangerous man who works subtle deals that can change the course of world history. The core of his job is influencing other Villain groups through manipulation, sabotage, deal brokering, or collaboration, as it suits the needs of Arachnos. There is some rivalry between his organization of manipulators and Shadow Spider's spies, but both know that they can only succeed at their job with the help of the other.
Levels: 46–50
Introduction: Requires the following Badges: Tracer (defeat 200 Tsoo Sorcerers), Blitzkrieg (defeat 100 Freakshow Bosses), Infiltrator (defeat 200 Paragon Protectors), Crey Kill (defeat 200 Crey), Council Kill (defeat 200 Council).
Special Mission: To convince the Center, master of the Council, to accept Viridian's invitation, you must defeat one of the arch-Villains under his command in the Center's Danger Room.

TELEVISION

Background: This looks like a perfectly normal television, sitting propped up on bricks and boards in the Gutter. That somehow gets reception. And isn't plugged into anything. You've seen stranger things, but this is definitely weird.
Levels: 46–50
Introduction: Requires the Midas Touch Badge (10,000,000 Infamy)
Special Mission: Once the Radio was an ally. But now, it's a deadly enemy and must be destroyed. Television has said so!

GRANDVILLE ZONE EVENT

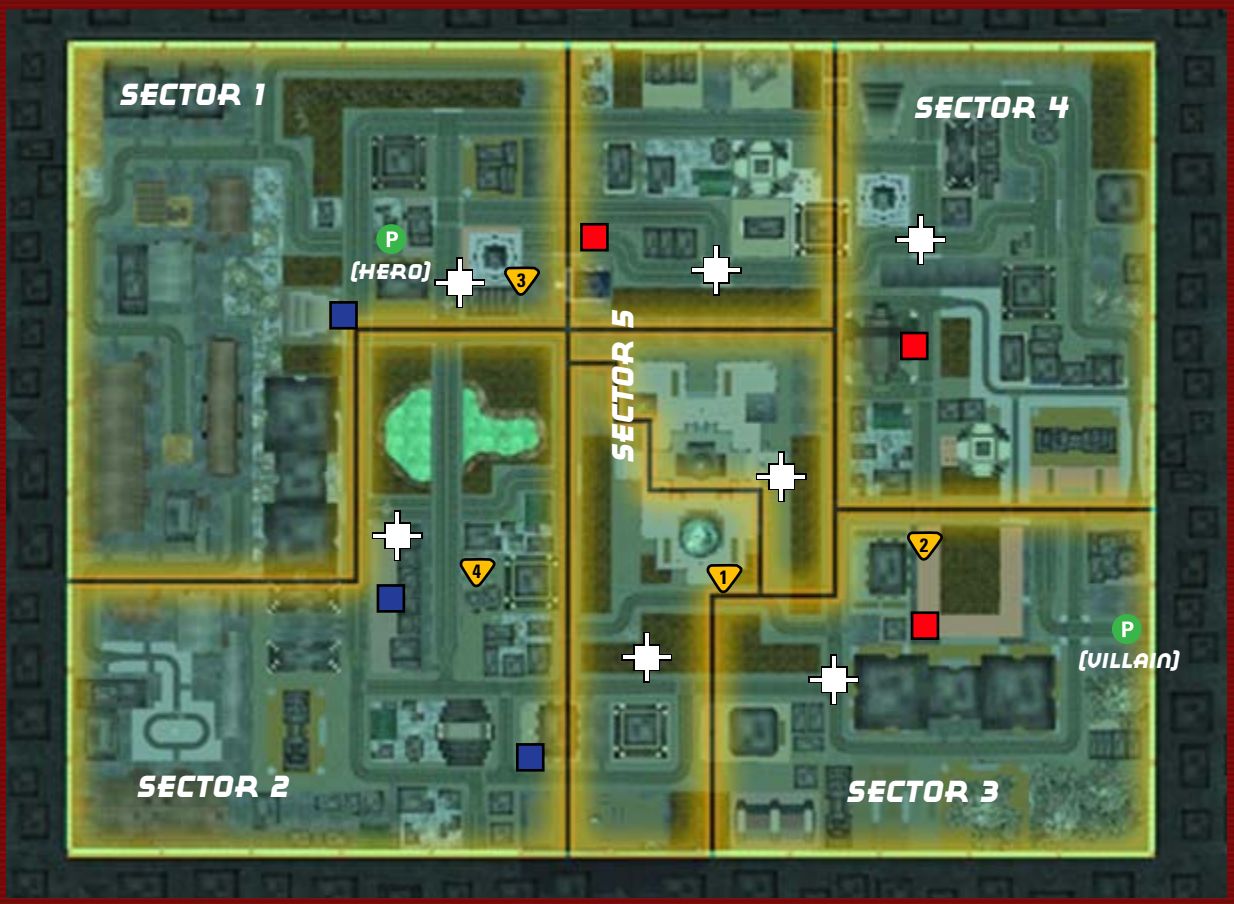
Arachnos frequently sends aerial patrols down into the Gutter to curb any hostile activities and to provide valuable combat experience for its troops. Every 2–4 hours (real time) and during dusk (game time), a large transport emerges from the hangar atop the Watchtower and slowly descends to the lowest levels of Grandville. During transit to its drop zones, the transport will have an incredibly powerful shield active, protecting it from all attacks. When it reaches its drop zones, the transport will lower its shields to engage its attacks. Also, 7–12 Bane Spiders will teleport from the ship down to the ground. These troops attack any unallied targets in the area, which typically end up being Arachnoids or player Villains. If there is nothing about, the Bane Spiders stand guard for a short while. Pay very special attention to both the squads and the flier; troops occasionally radio for backup.

You also need to be highly coordinated; the transport will only be vulnerable once it reaches its drop zones. Also, the transport possesses exceedingly potent weapon systems with very long ranges. Proceed with extreme caution. The Bane Spiders and transport spawn within the level range 45–54, but the transport is considered a "giant monster" and thus is equally deadly to players of all levels.

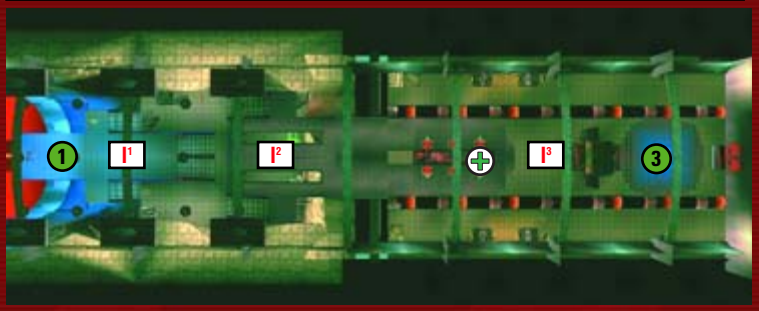




RECLUSE'S VICTORY



VILLAIN BASE



HERO BASE



- **P** Villain Start
- **P** Hero Start
- Heavy Platform Villain
- Heavy Platform Hero
- Temporal Anchors
- Hospital

Exploration Badges

Villains
- Globetrotter (1)
- Raganarok (2)
- Dark Victory (3)
- Last Stand (4)

Heroes
- Globetrotter (1)
- Raganarok (2)
- Temporal Fighter (3)
- Last Stand (4)

- **1** Portal to Grandville
- **2** Portal to Atlas Park
- **3** Portal to Above

I Informants (Villain Base)
- Arachnos Orientation Adjuntant (1)
- Arbiter Minos (2)
- Arbiter Uller (3)

I Informants (Hero Base)
- D.A.T.A. Orientation Adjutant (1)
- Commander Murat (2)
- D.A.T.A. Tech Congreves (3)

NOTE

This is a Level 40–50 zone.

For decades, Lord Recluse has been plotting to destroy Statesman. He has been using captured D.A.T.A. and Portal Corp. scientists' time technology to create a Destiny Portal—a portal that can travel to alternate futures. Tweaked by Dr. Aeon and perfected by his Mu Mystics, the Destiny Portal has allowed the Spider Lord to experiment with the time stream, visiting alternate timelines of Atlas Park, with hopes of domination.

After extensive research, an alternate, larger, temporal portal was built. This portal's signal locks on to a specific thread in the time stream, one where Recluse has gained a foothold into this world. Arachnos's control is maintained through various Temporal Anchors throughout Atlas Park. But Lord Recluse is opposed by Longbow and heroes, so the timeline is not permanently set on either good or evil.

If successful, Recluse's Victory will create a "butterfly effect," changing the time continuum of today and bringing the defeat of Statesman and the Freedom Phalanx.

The only thing holding Lord Recluse back from his dream is that the temporal anchors, pillbox-like structures with turret defense systems, will not stay locked down long enough to keep the timeline frozen for more than a few minutes at a time.

In recent months, Freedom Corps operatives, through great sacrifice on the beaches and in the under city of Grandville, have learned about the temporal portal and have rescued captured scientists that Lord Recluse used to build and maintain it. These scientists brought with them schematics of the portal and the knowledge of how it was being used. The scientists told how they constructed the temporal anchors with built-in reset buttons that would not let Lord Recluse maintain his dream. They are not sure, but they think that the reset system can be overridden if the temporal anchors are locked into one timeline or another long enough.

The Freedom Corps knew it had to act. With the aid of D.A.T.A. and the scientists of Portal Corp., it built its own temporal portal and managed to secure a base under the alternate city of Atlas Park in Recluse's Victory. A call has gone out to gather the city's most prestigious Heroes and task them with traveling forward into this time stream.



Now the forces of Arachnos and Longbow battle in a recursive future courtesy of the temporal portal. Each victory and defeat brings reality one step closer to "true time." It's up to the Heroes of Paragon City to defeat Lord Recluse time and time again, making that reality more and more real until it finally takes hold and denies all other conclusions. The Villains have the opposite goal, and must try to litter Atlas Park with the broken bodies of their hated foes, securing the anchors for themselves.

Recluse's Victory is a multi-game PvP zone that lets the players feel that they are impacting the world in which they are fighting. This is really an epic battle of the ages, in which even Statesman and Recluse will take part.

ENTRANCES

Heroes can enter Recluse's Victory through the D.A.T.A. center in City Hall. In addition, players can monitor which side is capturing various pillboxes in the zone by watching the map of the future Atlas Park in the D.A.T.A. office.

Villains go into the zone through the gateway in the bowels of the Watchtower in Grandville. Just as D.A.T.A. keeps track of each side's progress, so too does Arachnos have a map set up just outside its teleportation facilities. Another map is set up in Port Oakes at Supergroup registration, where players can see which side is dominating the future.

Both Heroes and Villains have posted personnel just inside the zone to debrief newcomers to the area. A D.A.T.A. orientation adjutant informs Heroes of what they can expect and introduces players to two other personnel





who can help in the base. Commander Murat describes details about how the zone works. D.A.T.A. tech Congreves gives a thorough rundown on the support vehicles available and the pillboxes. For the Villains, an Arachnos orientation adjutant provides the initial information, while Arbiter Uller explains how the war for the future works, and Arbiter Minos discusses the weapons at Arachnos's disposal.

GAMEPLAY OVERVIEW

Atlas Park is engulfed in a massive battle between the combined forces of the Freedom Corps and Freedom Phalanx against Arachnos. Player Heroes and Villains bolster each side of this conflict. Turreted pillboxes serve as temporal anchors that control whether a section of the city is in Arachnos or Longbow hands. Heavy support robots provide extra firepower for both sides.

Both armies have a secure base under the city where players arrive. Players are fully debriefed before they head aboveground. There is an ops map in each base that gives live updates of who controls which neighborhoods, as well as locations of pillboxes and heavy support platforms.



Aboveground, the city is an abandoned ruin. Buildings are covered in graffiti and windows are boarded up. Trash fills the streets, and the sky looms gray. The players' goal is to seize control of the pillboxes that are the zone's temporal anchors and claim the future for their side. Capturing six of the seven anchors creates a win condition for a limited period when players can reap special rewards.

PILLBOXES

Control of Recluse's Victory is represented by seven temporal anchor pillboxes strategically placed in the zone. These pillboxes are low concrete bunker gun platforms for turrets, with a central raised area that is open on top. The central raised area contains computer control panels that enable the turret systems and switch the pillbox over to the player's side; there is just enough room in this control area for two players. Holographic panels display which side, if any, currently controls the temporal anchor (red—Arachnos, blue—Longbow).

To capture a neutral pillbox, players must first defeat the four active ball turrets, then travel into the middle of the platform and click on the interruptible control panel for five seconds (as with Bloody Bay fire bases). If the pillbox has already been captured by the enemy, the turrets on the pillbox must be defeated before the control panel can be operated/clicked on. While controlling a temporal anchor, a player is protected by a defensive force field.

While in the zone, players can track the status of the pillboxes in the Navigation Window. Each pillbox is represented by a circle; the color represents its status. Additionally, players can follow the status of each temporal anchor by looking at their Navigation Window.

The turrets that spawn become henchmen of the player who





enacted the pillbox. This means they will work like other henchmen in the game, except that they do not move, and will not get teleported to the player should he move too far away from him.

After a player leaves the pillbox, the turrets stop becoming his henchmen, and switch to team ID of the player. They will stay in this state even if the player returns to the pillbox. At this point, the hologram control panel pops up showing no ownership of the turrets. The player, or anyone on the player's side (Hero/Villain) may jump in and claim the turrets by clicking on the control panel.

Turrets that are destroyed do not regenerate. If all four turrets are destroyed, the pillbox is still in control of the side that previously owned it, and will stay that way until the enemy takes it, or a game win or reset state changes it.

SUPPORT ROBOTS

Until claimed, support robots are deactivated and sitting on their platforms. A player claims a support robot by completing an interruptible touch task on the computer terminal on the platform. When the task is completed, the robot comes to life and functions as a Mastermind pet. When a robot is destroyed, a new one spawns at its starting platform. No more than three robots can be in play on either side. If the player is defeated, the robot is also destroyed. The support robots for Villains come in the form of huge Tarantulas—Arachnos Heavy Blasters. Heroes can utilize huge Longbow robots called Cataphracts. You can only control one Heavy Support Robot at a time.

REINFORCEMENTS

When one side gains control of four pillboxes, two or three Signature characters belonging to the losing side will teleport in and help take back the pillboxes controlled by the enemy forces. The Signature characters will remain in the zone until either defeated or the zone resets.

These reinforcements randomly teleport into the zone at several locations. Once in the zone, they will head to the nearest enemy-held pillbox and attack it to take down the turrets, stopping only to defend against attackers. When a pillbox has been taken down, they will move to the next enemy-held pillbox and do the same thing. When a character Hero/Villain is defeated, he or she will be teleported out via an effect.

These Signature characters keep appearing until the losing side takes one more pillbox than the other. Signature characters won't appear if there are any left over from the previous spawn.

WINNING

Players must capture six temporal anchors to seize Atlas Park. For five minutes, the geometry of the entire zone shifts to their side. Even the sky changes to match the mood of the winning group. The zone remains this way for five minutes and certain special rewards occur. The losing force can end this period more quickly by defeating 100 enemy entities—player or AI. After this period is over, the zone reverts to a neutral state.

REWARDS

Temporal points are a special reward feature available only in Recluse's Victory. A player's temporal points are recorded in the Navigation Window. Players earn points according to the following table:

RECLUSE'S VICTORY AWARDS

ACTION
Destroy Turret
Capture Pillbox
Defeat a Player
Defeat a Signature Character
Fight on the Side that Captures Six Pillboxes
Negative points for being defeated

Note that every member of a team that accomplishes the task receives the reward, with one exception: A team must do at least 10 percent of the hit point damage to the Signature character in order to qualify for the reward.

At the end of a battle and time reset, any player who has 1,000 points will receive a temp power pet, a small version of the Heavy class support robots from this zone. These points will also revert to zero when the game resets. This temp power acts like a normal pet (not a Mastermind), and can be used outside of the zone.

TIP

A special easter egg is the existence of an Infected in the zone's train station. Hero players desperate to earn the Isolator Badge, achieved by defeating the Infected that inhabit the tutorial, can now do so. However, cunning Villains might just camp out at that spot and wait for the unwary do-gooder to come by....





INTRODUCTION
THE BASICS
ARCHETYPES
GROUP DYNAMICS
ZONES
VILLAINS
PVP
BASES





FEATURED ENEMIES

ARACHNOIDS

Lord Recluse guards the secrets of the Arachnoids closely, but what is known is that they were created in Project Fury. Some speculate this experimental program was designed to create soldiers in Lord Recluse's image, but if this is true, the results so far are hideously flawed.

ARACHNOID
Minion: Levels 30-54

Powers/Abilities:

Venom Barb: Moderate dmg, Defense debuff, Slow

Super Jumping

Claws: Moderate Lethal

ARACHNOID SPITTER
Lieutenant: Levels 30-54

Powers/Abilities:

Venom Barb: Moderate dmg, Defense debuff, Slow

Super Jumping

Claws: Moderate Lethal

Web Spitter: Hold, Slow

SUPER ARACHNOID
Boss: Levels 30-54

Powers/Abilities:

Cocoon: Hold

Venom Barb: Moderate dmg, Defense debuff, Slow

Weaken: Debuff all secondary power effects (Heal, Defense, Endurance, Disorient, Hold, Immobilize, Knockback, etc.)

Web Trap: Hold, Slow

Super Jumping

Claws: Moderate Lethal

Envenom: Accuracy, Defense & Regeneration debuff, Slow

ARACHNOS

DRONES

Arachnos no doubt stole the technology for these drones from the Rikti. Or perhaps they bargained for it. Lord Recluse will deal with anyone who gives him what he wants.

ARBITER DRONE
Archvillain: Level 54

These deadly Drones have been dispatched by the Arachnos to maintain control and order. The Drones quickly deal with any nearby threats by simply vaporizing the target.

Powers/Abilities:

Invoke Panic: Fear vs. Arachnos

Resistance: Indestructible

Disintegration Beam: Instant kill, any foe

ARACHNOS DRONE
Minion: Levels 20-33

Powers/Abilities:

Resistance: Lethal, Smashing, Energy, Fire, Cold

Disintegration Beam: Moderate damage

Flight

ARACHNOS DRONE COORDINATOR
Lieutenant: Levels 20-33

Powers/Abilities:

Disruption Blast: Moderate damage

Resistance: Lethal, Smashing, Energy, Fire, Cold

Disintegration Beam: Moderate damage

Flight

ARACHNOS FLYER
Pet: Level 54

The Arachnos Flyers are used primarily for troop deployment. If you see one, run.

Powers/Abilities:

Disruption Blast: Moderate damage

Disintegration Beam: Moderate damage

Flight

WOLF SPIDERS

WOLF SPIDER (MINION)
Minion: Levels 1-15

Wolf Spiders are little more than legalized thugs. Lord Recluse recruits legions of desperate souls to fill their ranks, then puts them through a rigorous training program that emphasizes loyalty, brutality, and discipline, in that order.

Powers/Abilities:

Pulverize: High Smash, Stun

Pistol: Moderate Lethal, moderate range





WOLF SPIDER ENFORCER
Minion: Levels 1-29

Powers/Abilities:

Brawl: Moderate Smashing

Pulverize: High Smash, Stun

Heavy Pistol: High Lethal, Knockback, moderate range

WOLF SPIDER ASSAULT
Minion: Levels 16-29

Wolf Spider Assault troops are armed with submachine guns to hose down pesky super-types who stick their nose in Lord Recluse's business.

Powers/Abilities:

Pulverize: High Smash, Stun

Burst (SMG): Moderate Lethal, Defense debuff, moderate range

Heavy Burst (SMG): Heavy Lethal, Defense debuff, moderate range

WOLF SPIDER TAC OPS
Lieutenant: Levels 1-29

Tactical Operators are Wolf Spiders who have shown keen tactical sense and lead small detachments of Wolf Spiders.

Powers/Abilities:

Poisonous Ray: Minor Lethal, slow regeneration, Sleep

Pulverize: High Smash, Stun

Power Blast: Moderate Smashing, Energy & Knockback

Web Grenade: Moderate Immobilize, Slow

WOLF SPIDER HUNTSMAN
Boss: Levels 1-29

The most brutal and effective members of the Wolf Spiders are eventually promoted to Huntsmen. They're armed and armored for many situations, so tread lightly when they're around.

Powers/Abilities:

Shotgun: Moderate Lethal & Knockback, short range

Rifle Butt: Moderate Smashing

Web Grenade: Moderate Immobilize, Slow

Wide Area Web Grenade: Moderate Immobilize, Slow

Venom Grenade: Minor Lethal, slow regeneration, Sleep

Frag Grenade: Minor Smashing, Lethal & Knockback

Wolf Spider Armor: Resistance

FORTUNATAS

FORTUNATA
Minion: 34-54

Fortunatas are female Arachnos agents gifted with psychic powers. Those with aggressive abilities are tasked with taking down super-types who often have little resistance to their deadly abilities.

Powers/Abilities:

Mental Blast: Moderate Psionic & Slow

Psionic Lance: Long range, accurate, Extreme Psionic dmg, Slow

Resistance: Psionic, Melee and Ranged Def (moderate), To Hit buff (high)

Levels 43–54

Psionic Lance: Ranged Psionic (high), Recharge debuff (moderate)

NOTE

Typically, only one occurs in a spawn.

FORTUNATA SEER
Lieutenant: Levels 11-30

Fortunata Seers can glimpse moments into the future. They use this ability to increase the defenses of the more mundane troops they slavishly lead into combat.

Powers/Abilities:

Mental Blast: Moderate Psionic & Slow

Psionic Lance: Long range, accurate, Extreme Psionic dmg, Slow

Mind Link: (AoE) Accuracy & Perception buff, resist Confusion

Subdue: High Psionic, moderate Immobilize & Smashing

Mental Training: Resistance

FORTUNATA MISTRESS
Boss: Levels 30-54

The most powerful of the Fortunatas are the Mistresses. These rare few have mastered numerous psychic abilities and risen to the top of Lord Recluse's beautiful Black Widows.

Powers/Abilities:

Telekinetic Blast: Moderate Smashing, Psionic & Knockback

Psychic Scream: Moderate Psionic

Mind Link: (AoE) Accuracy & Perception buff, resist Confusion

Will Domination: Moderate Psionic, high Sleep

Scramble Thoughts: Minor Psionic, moderate Stun

Psychic Wail: High Psionic & Stun

Resistance: Stun, Immobilize, Hold Protection, Psionic, and Sleep, Melee and Ranged Def (moderate), To Hit buff (high)



Levels 40–54

Psionic Lance: Ranged Psionic (high), Recharge debuff (moderate)

NOTE

1.2 XP multiplier

WIDOWS

BLOOD WIDOW

Lieutenant: Levels 15-33

Blood Widows are Arachnos' beautiful but deadly assassins. Pray you do not feel their kiss.

Powers/Abilities:

Poison Dart: Minor Lethal, slow regeneration, Sleep

Lunge: Moderate Lethal, Slow, Immobilize

Swipe: Moderate Lethal, Knockback

Slash: Moderate Lethal & Defense debuff

NIGHT WIDOW

Lieutenant: Levels 34-54
Boss: Levels 21-33

Night Widows are trained in stealth, infiltration, disguise, and cold-blooded murder. Most of their victims never even see them coming.

Powers/Abilities:

Smoke Grenade: Vision & Accuracy debuff

Slash: Moderate Lethal & Defense debuff

Stealth: Invisible, Slow

Psychic Scream: Moderate Psionic

Mental Blast: Moderate Psionic & Slow

Strike: High Lethal

Spin: Sphere AoE, high Lethal

Mental Training: Resistance

Eviscerate: Very high Lethal

NOTE

1.33 XP multiplier

CRAB SLICERS

Crab Spiders function much like SWAT teams in other cities, and are dispatched to deal with high-level threats like super-types. They're equipped with full body armor, larger weapons, and a set of mechanical spider arms that turn them into death-dealing machines.

CRAB SPIDER SLICER

Minion: Levels 30-54

Powers/Abilities:

Resistance: Energy and Lethal (moderate)

Longfang: Moderate Lethal, Defense debuff

Slice: Moderate Lethal

CRAB SPIDER LONGFANG

Lieutenant: Levels 31-54

Powers/Abilities:

Suppression: Energy dmg, multiple targets

Resistance: Energy and Lethal (moderate)

Slice: Moderate Lethal

Channel Gun: Ranged Energy damage (high)

CRAB SPIDER WEBMASTER

Boss: Levels 31-54

Powers/Abilities:

Resistance: Energy, Lethal, Psionic damage (moderate), Sleep (high), Stun, Sleep, Immobilize, Hold, Confuse, and Fear Protection (moderate)

Suppression: Energy dmg, multiple targets

Slice: Moderate Lethal

Arm Lash: Superior Slashing, arc AoE

Wide Area Web Grenade: Moderate Immobilize, Slow

MU

MU STRIKER

Minion: Levels 15–20, 34-54

Strikers are descendants of the long-lost Mu, drafted into Arachnos service to fight both mystic heroes and the troublesome Circle of Thorns.

Powers/Abilities:

Lightning Bolt: High Energy & Endurance drain, moderate range

Resistance: Energy and Negative attack Def (low), Energy and Negative Energy Resistance (low)

Lightning Armor: Resist Fire, Cold, Energy & Negative Energy

Levels 34–54

Static Discharge: Cone attack, Energy damage (moderate), Endurance Drain, Recovery debuff

Shocking Bolt: Energy damage (low), Stun

Fly

Lightning Blast: Extreme Energy dmg, accurate, Endurance debuff

MU ADEPT

Lieutenant: Levels 15-20, 34-54

The most gifted Mu Strikers are given far more than promotions and new uniforms—they are given eldritch secrets to unlock their inner powers. As long as they continue to use them in Arachnos' service, of course.

Powers/Abilities:

Lightning Bolt: High Energy & Endurance drain, moderate range

Cage of Lightning: Minor Energy, Stun, Hold, moderate range





Flight

Lightning Armor: Resist Fire, Cold, Energy & Negative Energy

Resistance: Energy and Negative attack Def (low), Energy and Negative Energy Resistance (low)

Static Discharge: Moderate Energy (AoE), Endurance debuff

Shocking Bolt: Energy, Hold

Levels 34–39

Lightning Blast: Extreme Energy dmg, accurate, Endurance debuff

Static Discharge: Cone attack, Energy damage (moderate), Endurance Drain, Recovery debuff

Cage of Lightning: Ranged Energy damage (low), Sleep, Endurance Drain, Recovery debuff

Levels 40–54

Shocking Bolt: Energy damage (low), Stun

Lightning Armor: Resist Fire, Cold, Energy & Negative Energy

Resistance: Energy and Negative attack Defense (low), Energy and Negative Energy Resistance (low)

Levels 34–39

Sentinel of Lightning: Continuous moderate Energy dmg to nearby foes, follows Guardian, can fly

Levels 40–54

EM Pulse: Severe Endurance & HP debuff, Hold, high Energy dmg vs. machines

MU GUARDIAN

Boss: Levels 15-20, 34-39, 40–54

Mu Guardians pulse with the blood of their slaughtered ancestors in their veins. They have read unholy tomes, visited other planes of existence, and performed dark sacrifices too terrible to mention to become masters of the mystic arts.

Powers/Abilities:

Lightning Bolt: High Energy & Endurance drain, moderate range

Ball Lightning: High Energy, End drain & slow recovery

Static Discharge: Moderate Energy (AoE), Endurance debuff

Shocking Bolt: Medium Energy, Hold

Touch of the Storm: Heal other

Flight

NOTE

Players will also encounter Mu ghosts at Levels 40–54 who have these additional powers:

Resistance: Energy, Negative Energy, Toxic and Cold damage (moderate),Sleep, Fear, Immobilize Protection, Resistance to Speed debuffs

ARACHNOBOTS

ARACHNOBOT (MINION)

Minion: Levels 20-30

These attack drones are used to soften up super-powered targets. Arachnos considers them very expendable, and uses them to record and monitor a threat's abilities before more expensive troops—such as Tarantulas or Fortunatas—are deployed.

Powers/Abilities:

Power Jumping

Claw: Moderate Lethal

Full Auto: Superior Lethal (DoT)

Chain Gun: Minor Lethal, moderate range

Resistance: Lethal, Smashing, Energy, Fire, Cold

ARACHNOBOT BLASTER

Lieutenant: Levels 20-30

Arachnobot Blasters were created by Arachnos Orb Weavers to take down particularly powerful super-powered threats.

Powers/Abilities:

Sweep Area: Moderate Energy (DoT)

Power Jumping

Wide Area Web Grenade: Moderate Immobilize, Slow

Claw: Moderate Lethal

Energy Blast: High Energy, medium range

Energy Pulse: Moderate Energy (DoT)

Resistance: Lethal, Smashing, Energy, Fire, Cold

ARACHNOBOT DISRUPTOR

Boss: Levels 20-35

Orb Weavers created the Disruptor Arachnobots to capture their prey alive.

Powers/Abilities:

Power Jumping

Wide Area Web Grenade: Moderate Immobilize, Slow

Disruptor Blast: Moderate Energy (AoE), Endurance debuff

Claw: Moderate Lethal

Disruptor Tesla: Minor Energy, Endurance drain & Sleep, moderate range

Disruptor Bolt: High Energy, Endurance debuff

Resistance: Lethal, Smashing, Energy, Fire, Cold

Summon Spiderlings: Spawn Spiderling



SPIDERLING
Small/Pet: Levels 1-54

These attack drones are used to soften up super-powered targets. Arachnos considers them very expendable, and uses them to record and monitor a threat's abilities before more expensive troops—such as Tarantulas or Fortunatas—are deployed.

Powers/Abilities:

Power Jumping

Claw: Moderate Lethal

Full Auto: Superior Lethal (DoT)

Chain Gun: Minor Lethal, moderate range

Resistance: Lethal, Smashing, Energy, Fire, Cold

NOTE
These take additional damage from Energy attacks.

TARANTULAS

The Tarantula Exoskeleton Armor was developed by an Orb Weaver cell named Weaver One. It grants the user incredible strength and wires him directly to his weapons systems. Rumor is that the pilot must undergo a terrible treatment of some sort to properly graft with the suit.

TARANTULA (MINION)
Minion: Levels 29-54

Powers/Abilities:

Venom Bolt: Moderate DoT

Claw Pierce: Moderate Lethal

Claw Shred: Moderate Slashing

Armored Exoskeleton: Resistance

FIRE TARANTULA
Minion: Levels 29-54

Powers/Abilities:

Plasma Cannon: Extreme Fire DoT, medium range

Armored Exoskeleton: Resistance

Burning Claws: Moderate Lethal & Fire

Resistance: Lethal, Smashing, Psionic, Energy, Negative Energy, Toxic Res (moderate), Cold (low), Fire (high)

TARANTULA MISTRESS
Lieutenant: Levels 29-54

A rare few Fortunatas volunteer for the Tarantula program. Those who survive integration with the machine are truly terrors to behold. Their specially-designed suits greatly amplify their psychic abilities, allowing them to not only communicate the next few seconds of time to their allies, but also to distort reality for their foes as well.

Powers/Abilities:

Telekinetic Blast: Moderate Smashing, Psionic & Knockback

Psychic Scream: Moderate Psionic

Mental Blast: Moderate Psionic & Slow

Armored Exoskeleton: Smashing, Lethal, Fire, Cold, Energy, Negative Energy, and Toxic Res (moderate), Psionic Res (high)

Claw Pierce: Moderate Lethal

Claw Shred: Moderate Slashing

Mental Scramble: Severe Accuracy, Defense & Perception debuff

Mind Link: (AoE) Accuracy & Perception buff, resist Confusion

Will Domination: Moderate Psionic, high Sleep

TOXIC TARANTULA
Boss: Levels 29-54

Powers/Abilities:

Cocoon: Hold

Venom Burst: Moderate dmg, Defense debuff, Slow

Armored Exoskeleton: Resistance

Claw Pierce: Moderate Lethal

Toxic Claws: Moderate Slashing

Web Spitter: Hold, Slow

TARANTULA QUEEN
Boss: Levels 29-54

What terrible process pushes a woman to become one of these unholy terrors is a subject of much speculation. What is known is that their suits are little different from Tarantula Mistresses. Instead, it seems the user somehow suffers the upgrade. Tarantula Queens are all incredibly powerful, but also quite mad.

Powers/Abilities:

Telekinetic Blast: Moderate Smashing, Psionic & Knockback

Psychic Scream: Moderate Psionic

Mind Link: (AoE) Accuracy & Perception buff, resist Confusion

Will Domination: Moderate Psionic, high Sleep

Scramble Thoughts: Minor Psionic, moderate Stun

Claw Pierce: Moderate Lethal

Total Domination: AoE sphere, Immobilize, moderate range

Claw Shred: Moderate Slashing

Armored Exoskeleton: Resistance

Psychic Wail: High Psionic & Stun





SPECTRAL SPIDERS

These Wolf Spiders have discovered a method to become living ghosts. Though they're not completely used to it, they've already begun to master their new ghostly powers.

WOLF SPIDER GHOST
Minion: Levels 6-12

Powers/Abilities:

Flight

Smite: Moderate Smashing, Neg Energy, Accuracy debuff

Ghastly Blast: Moderate Negative Energy, Accuracy debuff

Resistance: Resistance

Ethereal

WOLF SPIDER SHADE
Lieutenant: Levels 6-12

Powers/Abilities:

Flight

Smite: Moderate Smashing, Neg Energy, Accuracy debuff

Ghastly Blast: Moderate Negative Energy, Accuracy debuff

Resistance: Resistance

Ethereal

Life Drain: High Negative Energy, self heal & Accuracy debuff

WOLF SPIDER PHANTOM
Boss: Levels 6-12

Powers/Abilities:

Flight

Smite: Moderate Smashing, Neg Energy, Accuracy debuff

Ghastly Blast: Moderate Negative Energy, Accuracy debuff

Resistance: Resistance

Ethereal

Life Drain: High Negative Energy, self heal & Accuracy debuff

Necroplasmic Grasp: Negative Energy, Hold

OLIVIA DARQUE
Boss: Levels 10-16

The assistant to Marshall Brass is one of the big players in Cap au Diable. Do right by her and you may be well on your way to greatness. Let Longbow defeat her and your life won't be worth much.

Powers/Abilities:

Tenebrous Tentacles: AoE cone, moderate Smashing, Negative Energy, Immobilize, Accuracy debuff, short range

Gloom: Minor Neg Energy & Accuracy debuff

Shadow Maul: Moderate Smashing, Neg Energy & Accuracy debuff

Life Drain: High Negative Energy, self heal & Accuracy debuff

Smite: Moderate Smashing, Neg Energy, Accuracy debuff

Shadow Punch: Moderate Smashing & Neg Energy

Dark Blast: Moderate Neg Energy, Accuracy debuff

WRETCH
Archvillain: Levels 15–47

A twisted wreck of a human being, Wretch was horribly mutated in the same incident that slew Ghost Widow. He remains her loyal guardian and protector, using his immense strength and savage fury to protect her from all harm.

Powers/Abilities:

Jab: Moderate Smashing & Stun

Hand Clap: Very high Stun & Knockback

Temp Invulnerability: High resist Smashing & Lethal

Foot Stomp: AoE moderate Smashing, Knockback

Hurl: Moderate Smashing & Knockback

Punch: Moderate Smashing & Knockback

Resistance: Lethal, Smashing, Energy, Fire, Cold

Haymaker: High Smashing & Knockback

Levels: 35–47

Knockout Blow: Melee Smashing damage (high), Knockdown, Stun

Unstoppable: Self, +Res (Disorient, Sleep, Hold, Immobilize, all damage but Psionics)

SILVER MANTIS
Archvillain: Levels 20–26, 40–47

Tamura Shirai is fascinated with the smooth, sleek feel of metal. Funding the augmentation of her body to pure metal was an expensive proposition, however, so she turned to crime. During one of her robberies she encountered Black Scorpion, on a job for Lord Recluse. Tamura realized an opportunity when she saw it, and rather than fighting with Arachnos over the ill-gotten loot, formed an alliance that has lasted to this day.

Powers/Abilities:

Thorny Darts: Minor Lethal, Toxic DoT, Defense debuff

Temp Invulnerability: High resist Smashing & Lethal

Thorn Burst: Circle AoE, Minor Lethal, Toxic DoT, Defense debuff

Fling Thorns: Cone AoE, Minor Lethal, Toxic DoT, Defense debuff

Impale: Moderate Lethal, Slow, Immobilize, short range



Thorntrops: Slow, Minor Lethal DoT

Dull Pain: Self heal

Thorn Barrage: High Lethal, Slow, Immobilize, short range

Resistance: Resistance to all debuffs (high), Stun, Fear, Hold, Confuse, Knockback Protection (Hide), Smashing and Lethal Resistance (moderate)

Levels 40–47

Unstoppable: Self, +Res (Disorient, Sleep, Hold, Immobilize, all damage but Psionics)

Build Up: Self +damage, +ACC

Skewer: Melee, moderate damage (Lethal), DoT (Lethal) -Def

Ripper: Melee (Cone), high damage (Lethal), DoT (Lethal) -Def, Knockback, -Speed

BARRACUDA

Boss/Archvillain: Levels 25-31, 40–47

A former treasure hunter, Kelli Forston was infected by mysterious creatures known as the Coralax. What she found in the briny deep remains a mystery, but it turned her heart as dark and cold as the depths. In combat, she is almost as quick and savage as her blood-thirsty mentor, Captain Mako.

Powers/Abilities:

Wave of Cold: Cold DoT, Slow

Spiny Urchins: Moderate Lethal, Defense debuff

Super Leap

Subdue: High Psionic, moderate Immobilize & Smashing

Psychic Coral Blast: Moderate Psionic, Slow

Urchin Spray: Moderate Lethal, Defense debuff

Psychic Coral Wail: High Psionic & Stun

Psychic Coral Scream: Moderate Psionic

Water Spout: Hold, moderate range

Resistance: Cold

Vulnerable: Fire

ICE MISTRAL

Boss/Archvillain: Levels 30-36, 35-47

Irena Rudenko was chosen by one of the Monks of the Four Winds to become the Ice Mistral. Receiving the power changed her; she retained the icy-cold aloofness and desire for mastery of the wind, but none of the control. Her own rage overrode the honor normally imbued to the Knights of the Wind and she went on a mad killing spree. Scirocco took her under his wing to protect her from the Monks—many of which have fallen trying to reclaim their lost power.

GHOST WIDOW

Boss/Archvillain: Levels 40-54

Beautiful, mysterious, and deadly. Ghost Widow appears to be an actual spirit from beyond the grave rather than a super with some sort of incorporeal power. Some have said she was once a rising star in the Night Widows when she was slain. Her thirst for vengeance must have been great, for she returned from the void and now serves at Recluse's side. There are rumors that her service isn't entirely voluntary, however.

Powers/Abilities:

Petrifying Gaze: Hold, moderate range

Lift: Moderate Smash, negate Flight

Tenebrous Tentacles: AoE cone, moderate Smashing, Negative Energy, Immobilize, Accuracy debuff, short range

Gloom: Minor Neg Energy & Accuracy debuff

Life Drain: Moderate Negative Energy, heal self, Accuracy debuff

Torrent: AoE minor Negative Energy, Smashing, Knockback, Accuracy debuff

Dark Blast: Moderate Neg Energy, Accuracy debuff

Phase Shift: Intangible

Dark Regeneration: Minor Negative Energy, self heal

Fearsome Stare: Cone AoE of fear

Resistance: Resistance to all debuffs (high), Stun, Fear, Hold, Confuse, Knockback Protection (Hide), Smashing and Lethal Resistance (moderate)

Twilight Grasp: High Immobilize & Accuracy & Damage debuff for all Damage types

NOTE

When Ghost Widow appears in a zone, she's a Level 50 Giant Monster.

BASE OBJECTS

TRIGGERED TURRET

Minion: Levels 1-54

A turret to defend the base.

Powers/Abilities:

Turret Blast: Short range, Lethal DoT, Knockback

Turret Snipe: Long range, Lethal, Knockback

TRIGGERED BOMB

Minion: Levels 1-54

This is a bundle of high-explosives with a proximity sensor on it. The Bomb is fragile but cannot be affected by secondary effects like Sleep, Disorient, or Fear.





Powers/Abilities:

Bomb Blast: Circle AoE, high damage

Self Destruct

BAT'ZUL

These demons are the servitors of Bat'Zul, a powerful demon prince rumored to be trapped somewhere.

OMEN OF BAT'ZUL

Minion: Levels 15-21

Powers/Abilities:

Fire Smash: Moderate Smashing, Knockback & Fire

Scorch: Moderate Fire

Fire Sword: Moderate Lethal, high Fire

Flares: Moderate Fire

Super Leap

Invincibility: Defense & Accuracy buff

Minor Resist: Fire

Vulnerability: Cold

HARBINGER OF BAT'ZUL

Lieutenant: Levels 15-21

Powers/Abilities:

Fire Smash: Moderate Smashing, Knockback & Fire

Scorch: Moderate Fire

Fire Sword: Moderate Lethal, high Fire

Flares: Moderate Fire

Super Leap

Invincibility: Defense & Accuracy buff

Minor Resist: Fire

Vulnerability: Cold

HERALD OF BAT'ZUL

Boss: Levels 15-21

Powers/Abilities:

Fire Smash: Moderate Smashing, Knockback & Fire

Scorch: Moderate Fire

Fire Sword: Moderate Lethal, high Fire

Fire Ball: Moderate Fire & Smashing, moderate range

Super Leap

Invincibility: Defense & Accuracy buff

Minor Resist: Fire

Vulnerability: Cold

CAP AU DIABLE DEMONS

GREMLIN

Minion: Levels 10-20

These terrible little monsters somehow live inside the Cap au Diable Power Transferrence System. Perhaps there is more to the 'PTS' than meets the eye. There are certainly rumors. Many wonder why the PTS is covered in glowing sigils. Could that have something to do with these supernatural nuisances?

Powers/Abilities:

Charged Bolts: Moderate Energy & Endurance drain, moderate range

Charged Brawl: Minor Smashing & Energy

Resistance: Energy

Electric Explosion: Self-destruct, Circle AoE, Energy dmg

DEATHSURGE

Monster: Level 20

This electrical horror has sprung forth from Dr. Aeon's Power Transferrence System! Could this be a side-effect of tapping into Mount Diable?

Powers/Abilities:

Thunderous Blast: Endurance Recovery debuff

Lightning Bolt: High Energy & Endurance drain, moderate range

Ball Lighting: AoE, minor Energy and Endurance drain, moderate range

Short Circuit: Moderate AoE Energy, Endurance debuff, negates Endurance Recovery, heavy damage vs. robots & mechanical

Thunder Stomp: Disorient

Tesla Cage: Minor Energy, Sleep & Endurance drain, moderate range

Resistance: Archvillain resistance

CARNIVAL OF SHADOWS

ATTENDANT

Minion: Levels 30-40

The lowest echelon of the Carnival of Shadows is filled with these servants. Although they are at the bottom of the ladder, they should not be underestimated. They wear the distinctive mask of the Carnival and draw resistance to mental attacks from it like the rest of their comrades.

Powers/Abilities:

Resistant: Psionic

Vulnerable: Lethal

Energy Ring Toss: Minor Lethal, Energy, Stun

Energy Rings: Minor Lethal, Energy, Stun

SENESCHAL

Lieutenant: Levels 30-40

The Seneschals of the Carnival are the efficient leaders of the rank



and file. They most commonly rise from amidst the Attendants but occasionally a Harlequin will be moved over into this role. In addition to their access to the same arsenal as the attendants, the Seneschals use torches to create fire attacks.

Powers/Abilities:

Psychic Visage: Moderate End drain

Resistant: Psionic

Vulnerable: Lethal

Fire Breath: Moderate Fire

Spit Fire: Moderate Fire

Torch: Moderate Smashing & Fire

HARLEQUIN FENCER

Harlequin Fencer
Minion: Levels 35-40

These capering minions look bright and cheerful in their motley, but they are a grave threat. They are masters of the blade, prodding their enemy with pinpoint knife throwing and then using vicious sword attacks when in melee. Their place in the Carnival hierarchy is low.

Powers/Abilities:

Resistant: Psionic

Vulnerable: Lethal

Super Leap

Throwing Knife: Moderate Lethal

Rapier Stab: Moderate Lethal & Def debuff

Rapier Parry: Moderate Lethal & Def debuff

STRONGMEN

BRONZE STRONGMAN
Minion: Levels 30-40

The strongmen of the Carnival of Shadows are capable of amazing feats of strength. The Bronze Strongmen are recruited for their potential and are mentally dominated by the Ring Mistresses. They are then put through a rigorous training regimen to achieve their Herculean physique and are sealed in their helmets.

Powers/Abilities:

Resistant: Psionic, Knockback, Immobilize, Slow, Smashing

Vulnerable: Lethal

Hurl: High Smashing & Knockback

Jab: Moderate Smashing & Stun

Punch: Moderate Smashing & Knockback

Haymaker: High Smashing & Knockback

IRON STRONGMAN
Minion: Levels 35-40

After serving the Carnival loyally for a year and a day, the Bronze Strongmen are presented with a mallet made of cold iron that is a symbolic representation of their loyalty as well as a fearsome weapon. The Iron Strongmen are the backbone of the Carnival's physical threat level.

Powers/Abilities:

Psychic Visage: Moderate End drain

Resistant: Psionic, Knockback, Immobilize, Slow, Smashing

Vulnerable: Lethal

Hurl: High Smashing & Knockback

Temp Invulnerability: Very high Smashing & Lethal resistance

Giant Mallet: Moderate Smashing & Knockup

Giant Mallet Smash: Moderate Smashing & Knockback

RING MISTRESS
Boss: Levels 30-40

The Ring Mistresses are taken from the ranks of the Carnival. The strongest minds with the most capacity for evil are shaped and then hidden behind the most powerful masks that the Carnival has. No one is certain where these masks come from but they enhance the psychic abilities of the Ring Mistresses exponentially. They rule the troupes of the Carnival with a steel hand in a velvet glove.

Powers/Abilities:

Psychic Visage: Moderate End drain

Resistant: Psionic

Vulnerable: Lethal

Telekinetic Blast: Moderate Smashing & Psionic

Will Domination: High Psionic & Sleep

Subdue: High Psionic & Immobilize

Mental Blast: Moderate Psionic

Mask of Vitiation: Very high Def debuff & End drain

CIRCLE OF THORNS

HORDELINGS

From the nightmares of Hell's sinners come these disgusting creatures, nightmares born of fire, brimstone, and hate.

HORDELING LASHER
Minion: Levels 8-15

Powers/Abilities:

Tongue Strike: Moderate Smashing

Toxic Bite: Heavy damage

Resistance: Fire

Vulnerable: Cold





HORDELING HURLER

Lieutenant: Levels 12-15

Powers/Abilities:

Ice Blast: Moderate Smashing, Cold & Slow, moderate range

Flailing Claws: Minor Slashing DoT, quick recharge

Frost Breath: AoE cone, moderate Cold & Slow, short range

Resistance: Fire

Vulnerable: Cold

HORDELING BERSERKER

Lieutenant: Levels 12-15

Powers/Abilities:

Berserker Rage: Resurrection, buff all, self destruct

Frost Sword: Moderate Lethal & Cold

Blizzard: Cold DoT, Accuracy debuff, Slow

Frozen Armor: Defense buff vs. Smashing, Lethal, Cold & Fire

HELLFROST

Boss: Levels 25-35

The deepest bowels of the Pit birth these monstrosities. Beware their Infernal Blades, for it is said they tear far more than just flesh. Some claim bits of their victims souls are shorn away as well.

Powers/Abilities:

Bitter Ice Blast: Superior Smashing, Cold & Slow, moderate range

Frost Sword: Moderate Lethal & Cold

Blizzard: Cold DoT, Accuracy debuff, Slow

Frozen Armor: Defense buff vs. Smashing, Lethal, Cold & Fire

Frost Breath: AoE cone, moderate Cold & Slow, short range

Glacier: Circle AoE, Hold, Slow

BLADE PRINCE

Boss: Levels 35-45

These cruel demons command a host of dancing swords to flay the flesh of their foes.

Powers/Abilities:

Bitter Ice Blast: Superior Smashing, Cold & Slow, moderate range

Infernal Frost Sword: Moderate Lethal & Cold, Slow

Dancing Infernal Swords: Moderate Lethal

Terrify: Cone AoE, Minor Psionic

Frozen Armor: Defense buff vs. Smashing, Lethal, Cold & Fire

Frost Breath: AoE cone, moderate Cold & Slow, short range

Resistance: Auto Cold

NOTE

Blade Princes take extra damage from Fire attacks.

SUCCUBUS

Boss: Levels 30-45

Not every horror that emerges from the Inferno is hideous—at least on the outside. The Succubi appear as voluptuous women to lure foolish mortals to a long and painful doom.

Powers/Abilities:

Entrance: Stun

Come Hither: Turn foe against other foes

Hellish Bolts: Arc AoE, Knockback

Burning Claws: Moderate Lethal & Fire

LILITU

Archvillain: Levels 35-47

The She-Devil ruled a plane of Hell before being called forth by the Circle of Thorns. The sorcerers struck a deal with her, and Lilitu has come to earth with her infernal hordes. It is said the price for her service is the death of 666 heroes—including her own son, Infernal.

Powers/Abilities:

Fire Ball: Moderate Fire, minor Smashing

Bitter Ice Blast: Superior Smashing, Cold & Slow, moderate range

Entrance: Stun

Come Hither: Turn foe against other foes

Blaze: Heavy Fire, short range

Hellish Bolts: Arc AoE, Knockback

Fire Cages: Minor Fire DoT, Immobilize

Glacier: Circle AoE, Hold, Slow

Resistance: Archvillain resistance

NERVA DAEMONS

Where go the Circle of Thorns go the legions of Hell. These gibbering monstrosities seem to be waiting for...something.

NERVA SPECTRAL DAEMON

Minion: Levels 25-40

Powers/Abilities:

Siphon Life: Moderate Negative Energy & self heal

Smite: Moderate Smashing, Negative Energy, Accuracy debuff

Flight

Ethereal

Resistance: Immobilization, Smashing, Lethal, Negative Energy

Vulnerable: Energy, Psionic

NERVA SPECTRAL DAEMON LORD

Lieutenant: Levels 25-40

Powers/Abilities:

Siphon Life: Moderate Negative Energy & self heal



Smite: Moderate Smashing, Negative Energy, Accuracy debuff

Midnight Grasp: High Negative Energy, Immobilize, Accuracy debuff

Chill of the Night: Minor Negative Energy & Accuracy debuff

Flight

Ethereal

Resistance: Immobilization, Smashing, Lethal, Negative Energy

Vulnerable: Energy, Psionic

CALEB

Monster: Level 40

The legendary Caleb. You'd thought he was just a rumor—a tale told to frighten children by cruel parents. Yet here he is, brimming with infernal power and reeking of brimstone from the darkest depths of Hell.

Powers/Abilities:

Soul Drain: Circle AoE, Moderate Negative Energy, Damage & Accuracy buff

Flight

Gloom: Minor Neg Energy & Accuracy debuff

Life Drain: Moderate Negative Energy, self heal, Accuracy debuff

Dark Regeneration: Minor Negative Energy, self heal

Tenebrous Tentacles: Minor Smashing, minor Negative Energy, Immobilize, Accuracy debuff, short range

Darkest Night: High Accuracy & Damage debuff, all Damage types

Fearsome Stare: Fear

Resistance: Archvillain resistance

Blackstar: Extreme Negative Energy in circle AoE, Accuracy debuff, drain self of Endurance & halt self Endurance Recovery

CIRCLE MAGE ARCHUS

Archvillain: Levels 35-41

Despite your efforts, Archus has nearly completed his psychic network using the shards of Seraphina's crystal. Stop him, or you could wind up as his pawn forever!

Powers/Abilities:

Tenebrous Tentacles: Minor Smashing, minor Negative Energy, Immobilize, Accuracy debuff, short range

Gloom: Minor Neg Energy & Accuracy debuff

Dark Pit: Disorient

Chill of the Night: Minor Negative Energy & Accuracy debuff

Twilight Grasp: High Immobilize & Accuracy & Damage debuff for all Damage types

Fortitude: Buff all damage, to hit, all defenses

Psychic Scream: Moderate Psionic, moderate range

Mesmerize: Moderate Psionic & Sleep, long range

Scramble Thoughts: Minor Psionic, moderate Stun

Dominate: Moderate Hold

CONSORTIUM GUARDS

Working as a private security guard in a "city of villains" must be a very tough job.

GUARDS

PRIVATE SECURITY GUARD

Minion: Levels 1-4

Powers/Abilities:

Brawl: Moderate Smashing

Pistol: Moderate Lethal, moderate range

CAGE CONSORTIUM GUARD

Minion: Levels 5-40

Powers/Abilities:

Brawl: Moderate Smashing

Heavy Pistol: High Lethal, Knockback, moderate range

Riot Baton: Moderate Smashing, Stun

Burst (SMG, Adv SMG): Minor Lethal, Defense debuff, moderate range

Butt (SMG, AR): Moderate Smashing

Single Shot (AR): Long range, accurate, High Lethal, Knockback

CAGE CONSORTIUM OFFICER

Lieutenant: Levels 1-40

Powers/Abilities:

Brawl: Moderate Smashing

Burst (SMG, Adv SMG): Minor Lethal, Defense debuff, moderate range

Tactics: Accuracy & Perception buff, resist Confuse

Shotgun: AoE cone, moderate Lethal, Knockback, short range

Riot Baton: Moderate Smashing, Stun

Single Shot (AR): Long range, accurate, High Lethal, Knockback

Butt (AR): Moderate Smashing

Frag Grenade: Minor Smashing, Lethal & Knockback

CAGE CONSORTIUM CAPTAIN

Boss: Levels 1-40

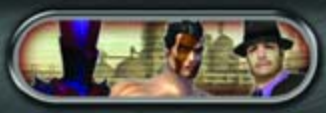
Powers/Abilities:

Shotgun: AoE cone, moderate Lethal, Knockback, short range

Frag Grenade: Minor Smashing, Lethal & Knockback

Assault: AoE Damage buff (self & allies)





Maneuvers: AoE Defense buff (self & allies)

Burst (Adv SMG): Minor Lethal, Defense debuff, moderate range

Single Shot (AR): Long range, accurate, High Lethal, Knockback

Spray Lead (Adv SMG): Moderate Lethal, Defense debuff

Short Burst (Adv SMG): Heavy Lethal, Accuracy buff, slow reload

Auto Fire (Adv SMG): Heavy Lethal, Accuracy buff, slow reload

CORALAX

CORALAX HYBRIDS

The Coralax are humans who have been infected with living coral. Stories persist that there is an entire society of coral-creatures in the seas around the Rogue Isles, but how these unfortunates became their servants is unknown.

CORALAX GREEN HYBRID

Minion: Levels 1-15

Powers/Abilities:

Resistance: Cold

Vulnerable: Fire

Spiny Urchins: Minor Lethal

Brawl: Moderate Smashing

Ice Bolt: Moderate Cold, Smashing, & Slow

Coral Club: Moderate Smashing

CORALAX BLUE HYBRID

Lieutenant: Levels 1-15

Powers/Abilities:

Resistance: Cold

Vulnerable: Fire

Heavy Brawl: Heavy Smashing

Urchin Spray: Moderate Lethal

Wave of Cold: Cold DoT, Slow

Spiny Urchins: Minor Lethal

CORALAX RED HYBRID

Boss: Levels 1-15

Powers/Abilities:

Resistance: Cold

Vulnerable: Fire

Spiny Urchins: Minor Lethal

Psychic Coral Blast: Moderate Psionic, Slow

Urchin Spray: Moderate Lethal

Punch: Moderate Smashing & Knockback

Psychic Coral Scream: Moderate Psionic & Slow

Haymaker: High Smashing & Knockback

Ice Bolt: Minor Smashing, Cold, Slow, moderate range

Wave of Cold: Cold DoT, Slow

CORAL

These creatures are composed of living coral made from the sea-goddess Merulina. They have been summoned as guardians.

CORAL SHARDLING

Minion: Levels 25-31

Powers/Abilities:

Resistance: Cold

Vulnerable: Fire

Coral Dart: Minor Lethal

Coral Fist: Moderate Smashing & Stun

CORAL WARDER

Lieutenant: Levels 25-31

Powers/Abilities:

Resistance: Cold

Vulnerable: Fire

Coral Dart: Minor Lethal

Coral Fist: Moderate Smashing & Stun

Wave of Cold: Cold DoT, Slow

Coral Spray: Moderate Lethal

Coral Mallet: High Smashing & Knockback

CORAL SENTINEL

Boss: Levels 25-31

Powers/Abilities:

Resistance: Cold

Vulnerable: Fire

Coral Dart: Minor Lethal

Coral Fist: Moderate Smashing & Stun

Wave of Cold: Cold DoT, Slow

Coral Spray: Moderate Lethal

Coral Mallet: High Smashing & Knockback

Water Spout: Hold, moderate range

Heavy Coral Mallet: Superior Smashing & Knockback

CALYSTIX THE SHAPER

Archvillain: Levels 25-31, 40-47

Calystix the Shaper is the high priestess of an ancient cult to the sea-goddess Merulena. She has formed a "Cult of the Shaper" on Sharkhead in order to free an ancient terror which is trapped beneath the island.

Powers/Abilities:

Telekinetic blast: Moderate Smashing, Psionic, & Knockback, very long range

Psychic Scream: Moderate Psionic, moderate range

Scramble Thoughts: Minor Psionic, moderate Stun

Will Domination: High Psionic & Sleep, moderate range

Subdue: High Psionic, moderate Immobilize & Smashing

Summon Coral Guardians: Spawn 3 Coral guardians

Psychic Wail: High Psionic & Stun



MISCELLANEOUS

PYRISS

Lieutenant: Levels 10-16

This young and trusting heroine is the perfect victim for Peter Themari. The fool actually thinks you're helping her!

Powers/Abilities:

Fire Ball: Moderate Fire, minor Smashing

Fire Blast: Moderate Fire

Flares: Moderate Fire

Incinerate: Minor Fire

Scorch: Moderate Fire

Fire Breath: AoE cone moderate Fire, short range

Combustion: Pale sphere minor Fire

VOID RIPPER

Lieutenant: Levels 15-21

Void Ripper is a villain with a reputation for viciousness. He's been tossed in the Zigursky prison on assault charges numerous times.

Powers/Abilities:

Siphon Life: Moderate Neg Energy, Psionic & Accuracy debuff

Gloom: Minor Neg Energy & Accuracy debuff

Life Drain: Moderate Negative Energy, heal self, Accuracy debuff

Smite: Moderate Smashing, Negative Energy, Accuracy debuff

Shadow Punch: Moderate Smashing, Negative Energy, Accuracy debuff

NEXUS 99

Lieutenant: Levels 15-21

Nexus 99 is a scientist who development a method of tapping into an alternate dimension power source and using it as a weapon. He's been imprisoned in the Zigursky prison on grand theft charges.

Powers/Abilities:

Explosive Blast: Moderate Smashing, Energy, Knockback, moderate range

Energy Torrent: AoE minor Energy, Smashing, Knockback, short range

Power Thrust: Minor Smashing, High Knockback

Power Blast: Moderate Smashing, Energy & Knockback

Power Bolt: Moderate Smashing, Energy & Knockback

Power Burst: High Smashing, Energy & Knockback

BLUNT TRAUMA

Lieutenant: Levels 15-21

Blunt Trauma is a mutant who has worked as heavy muscle for various villains in the past. He ended up in the Zig by Longbow for ripping apart a bank vault, but not before he took out an entire assault team.

Powers/Abilities:

Jab: Moderate Smashing & Stun

Super Leap

Hurl: Moderate Smashing & Knockback

Punch: Moderate Smashing & Knockback

Haymaker: High Smashing & Knockback

PROFESSOR ECHO

Lieutenant/Boss: Levels 15-21

Professor Echo has been a thorn in Dr. Aeon's side for some time. No one knows where he came from or what his purpose is, only that he's determined to thwart Dr. Aeon at every turn. This younger version of Professor Echo looks strangely familiar.

Powers/Abilities:

Escape: Teleport from battle

Protective Shield: High buff vs. Smashing, Lethal, Fire, Cold, Energy & Neg Energy, buff vs. Toxic & Endurance drains

Explosive Blast: Moderate Smashing, Energy, Knockback, moderate range

Energy Torrent: AoE minor Energy, Smashing, Knockback, short range

Power Thrust: Minor Smashing, High Knockback

Power Blast: Moderate Smashing, Energy & Knockback

Power Bolt: Moderate Smashing, Energy & Knockback

Power Burst: High Smashing, Energy & Knockback





JOHNNY SONATA'S SOUL

Archvillain: Levels 35-41

Sold to a demon on a lonely winter night in exchange for fame, wealth, and power, Johnny Sonata's soul may be the last remnant of a different, better, person who might have been. Johnny might want his soul back, but Johnny's Soul might not want to return.

Powers/Abilities:

Dreadful Wail: Extreme Negative Energy, self drained of Endurance & Endurance Recovery

Flight

Howl: High damage, short range

Scream: Moderate DoT, Slow, Resistance debuff

Sonic Siphon: Resistance debuff

Shockwave: Moderate Lethal & Knockback

Sonic Dispersion: Sphere AoE, buff all Resistance except Psionic, buff vs. Immobilization, Disorient & Hold

Resistance: Resistance

Ethereal

Shout: High damage, Damage Resistance debuff

SEA WITCH

Boss: Levels 6-12, 15-26

The Sea Witch is a hero from the Rogue Isles possessing elemental powers of the storm. She has been causing problems for the villains of the Rogue Isles for many years, including the destruction of many Family smuggling vessels including the Carpe Diem.

Powers/Abilities:

Havoc Punch: High Smashing ,Energy, Knockback, & Endurance drain

Lightning Bolt: High Energy, Endurance drain, moderate range

Flight

Ball Lightning: AoE, minor Energy, Endurance drain, moderate range

Gale: Cone AoE, Minor Smashing, Knockback

Static Discharge: Moderate Energy (AoE), Endurance debuff

Hurricane: PBAoE, minor Accuracy debuff & Knockback

Thunder Clap: PBAoE sphere Stun

Lightning Storm: Summon storm

Thunder Strike: Very high Smashing, Stun

Resistance: Archvillain resistance

Tornado: Knockup, Disorient, Defense debuff, Panic

MOOKS

When former Governor Manuel Marcone was nabbed by Interpol, Guido 'the Mooch' Verandi decided to take over from his son, Emil. It seems Lord Recluse is content to see who wins this gang war, as he's issued no official proclamations as to who should succeed Manuel.

MOOK (MINION)

Minion: Levels 5-10

Powers/Abilities:

Brawl: Moderate Smashing

Revolver: High Lethal, short range

MOOK BLACKJACK

Minion: Levels 5-10

Powers/Abilities:

Brawl: Moderate Smashing

Blackjack: Minor Smashing, Stun

Revolver: High Lethal, short range

MOOK BUCKSHOT

Minion: Levels 10-15

Powers/Abilities:

Shotgun: Cone moderate Lethal & Knockback, short range

Kick: Moderate Smashing

Heavy Brawl: Heavy Smashing

MOOK GUNNER

Minion: Levels 10-20

Powers/Abilities:

Burst (Tommy Gun): Minor Lethal, Defense debuff, long range

Rifle Butt: Moderate Smashing

Kick: Moderate Smashing, Knockback

MOOK MUSCLE

Minion: Levels 10-20

Powers/Abilities:

Automatic Pistol: Moderate Lethal, moderate range

Boxing: Moderate Smashing, Stun

Kick: Moderate Smashing, Knockback

MOOK HITMAN

Lieutenant: Levels 5-20

Powers/Abilities:

Automatic Pistol: Moderate Lethal, moderate range

Heavy Brawl: Heavy Smashing

Snipe: Fire from a distance

Resistance: Taunt, Confuse, Terrorize

Sniper Rifle: Long range, moderate Lethal, Knockback

MOOK CAPO

Boss: Levels 5-20

Powers/Abilities:

Jab: Moderate Smashing & Stun

Burst (Tommy Gun): Minor Lethal, Defense debuff, long range

Punch: Moderate Smashing & Knockback



Full Auto (Tommy Gun): Moderate Lethal (DoT), Defense debuff, long

Haymaker: High Smashing & Knockback

Assault: Damage buff

BLOODY VICIOUS

Boss: Levels 6-12

Bloody Vicious is an elite enforcer for the Verandi Family on Port Oakes. While adopting an effete manner, he is quite a deadly combatant with his razor-sharp katana. He has often crossed paths with the Marcone Family.

Powers/Abilities:

Dull Pain: Self-heal

Katana Hack: High Lethal & Defense debuff

Shuriken: Moderate Lethal, short range

Reconstruction: Self-heal

Whirling Katana: PBAoE moderate Lethal

Katana Slash: High Lethal & Defense debuff

GUIDO "THE MOOCH" VERANDI

Boss: Levels 6-12

Guido 'The Mooch' Verandi is the head of the Verandi Family on Port Oakes. Typical of the Family, he is ruthless, efficient and deadly. He has often crossed paths with the Marcone Family.

Powers/Abilities:

Jab: Moderate Smashing & Stun

Burst (Tommy Gun): Minor Lethal, Defense debuff, moderate range

Punch: Moderate Smashing & Knockback

Full Auto (Tommy Gun): Moderate Lethal (DoT), Defense debuff, long range

Haymaker: High Smashing & Knockback

Assault: Damage buff

Frag Grenade: Minor Smashing, Lethal & Knockback

PARAGON HEROES

DOC QUANTUM

Boss: Levels 20-25

Doctor Quantum has used his scientific genius to develop a means of wielding quantum energies to defeat super-powered menaces.

Powers/Abilities:

Explosive Blast: Moderate Smashing, Energy, Knockback, moderate range

Power Blast: Moderate Smashing, Energy & Knockback

Power Bolt: Moderate Smashing, Energy & Knockback

Power Thrust: Minor Smashing, High Knockback

Energy Torrent: Moderate Smashing, Energy & Knockback

Power Burst: High Smashing, Energy & Knockback

Flight

MS. SHOCK

Boss: Levels 20-25

Ms. Shock is a mutant with the ability to store and discharge electrical energy. She uses her powers to counter super-powered threats.

Powers/Abilities:

Charged Bolts: Moderate Energy, End drain & slow recovery

Lightning Bolt: High Energy, End drain & slow recovery

Ball Lightning: High Energy, End drain & slow recovery

Charged Brawl: Minor Smashing & Energy

Havoc Punch: High Smashing ,Energy, Knockback, & Endurance drain

Tesla Cage: Minor Energy, Endurance drain, & Sleep, moderate range

Short Circuit: Moderate AoE Energy, Endurance debuff, negates Endurance Recovery, heavy damage vs. robots & mechanical

Flight

SKY DRAGON

Boss: Levels 26-30

Sky Dragon is master of a mystical martial art known only to a few Eastern sorcerers. He has come to Paragon city to defeat villainy in all its forms.

Powers/Abilities:

Thunder Kick: Moderate Smashing & Stun

Storm Kick: Minor Smashing

Shuriken: Moderate Lethal, moderate range

Cobra Strike: Minor Smashing, Stun

Crane Kick: High Smashing & Knockback

Exploding Shuriken: Moderate Lethal

Inner Focus: Buff vs. melee, ranged & AoE attacks, resist Confuse, see Invisible foes

Flight

OVERDRIVE

Boss: Levels 21-40

Overdrive is a high-energy physics engineer who developed a combat suit to battle villains who threaten the safety of the free world.

Powers/Abilities:

Temp Invulnerability: Very high Smashing & Lethal resistance





Bone Smasher: High Energy, Smashing, & Stun

Energy Punch: Moderate Smashing, Energy & Stun

Barrage: Minor Smashing, Energy, & Stun

Energy Torrent: AoE minor Energy, Smashing, Knockback, short range

Resistance: Lethal, Smashing, Energy, Fire, Cold

Whirling Hands: Moderate Smashing, Energy, Stun

Laser Beam Eyes: Moderate Energy & Knockback

Unyielding: Resist buffs to Knockback, Sleep, Hold, Immobilize, Disorient, Fire, Cold, Energy & Negative Energy, more likely to be hit

Flight

BLAST FURNACE

Boss: Levels 31-40

Blast Furnace is a mutant who can cause his body to burst into flame. Somewhat uncontrollable, he has taken to wearing armor to contain his awesome energies.

Powers/Abilities:

Fire Smash: Moderate Smashing & Fire

Fire Shield: Resists Smashing, Lethal, Fire, Cold

Fire Sword: Moderate Lethal & Fire

Scorch: Moderate Fire

Fire Breath: Moderate Fire

Resistance: Lethal, Smashing, Energy, Fire, Cold

Fire Sword Slice: Moderate Lethal & Fire, Def debuff

Incinerate: Minor Fire

Combustion: Pale sphere minor Fire

Healing Flames: Heal self

Fire Sword Circle: Moderate Lethal & Fire in circle AoE

Flight

CACOPHONY

Boss: Levels 41-54

Cacophony was a singer whose mutant powers manifested during an opera performance, causing untold mayhem and destruction. Since then she has managed to harness her powers for good.

Powers/Abilities:

Sonic Barrier: Ally defense buffs vs. Smashing, Lethal & Sonic

Howl: High damage, short range

Scream: Moderate DoT, Slow, Resistance debuff

Sonic Siphon: Resistance debuff

Shockwave: Moderate Lethal & Knockback

Shriek: Moderate dmg, Resistance debuff, Slow

Liquefy: Knockback, Accuracy & Defense debuff

Screech: Minor dmg, Stun

Dreadful Wail: Extreme Negative Energy, self drained of Endurance & Endurance Recovery

Flight

HOLO MAN

Boss: Levels 41-54

Holo Man is an ingenious inventor who developed a portable holograph and force field projector technology in hopes of becoming wealthy off the entertainment industry. When the Rikti War came, he instead used it to fight off the alien invaders, and has turned to the life of a hero since then.

Powers/Abilities:

Detention Field: Invincible, Immobilize

Dispersion Bubble: Defense buff, all attacks

Phantasm: Spawn energy ally

Phantom Army: Spawn phantom heroes that do illusory damage

Energy Torrent: AoE minor Energy, Smashing, Knockback, short range

Force Bolt: Moderate Smashing & Knockback

Spectral Terror: Terrify

Deflection Shield: Ally buff vs. Smashing, Lethal & Toxic

Repulsion Bomb: High Knockback, Stun

Flight

ROGUE ARACHNOS

FORTUNATAS

ROGUE FORTUNATA

Fortunatas are female Arachnos agents gifted with psychic powers. Those with aggressive abilities are tasked with taking down super-types-who often have little resistance to their deadly abilities.

Minion: Levels 34-54

Powers/Abilities:

Mental Blast: Moderate Psionic & Slow

Psionic Lance: Long range, accurate, Extreme Psionic dmg, Slow

Mental Training: Resistance

ROGUE FORTUNATA MISTRESS

Boss: Levels 30-54

The most powerful of the Fortunatas are the Mistresses. These rare few have mastered numerous psychic abilities and



risen to the top of Lord Recluse's beautiful Black Widows.

Powers/Abilities:

Telekinetic Blast: Moderate Smashing, Psionic & Knockback

Psychic Scream: Moderate Psionic

Mind Link: (AoE) Accuracy & Perception buff, resist Confusion

Will Domination: Moderate Psionic, high Sleep

Scramble Thoughts: Minor Psionic, moderate Stun

Psychic Wail: High Psionic & Stun

CRAB SPIDERS

Crab Spiders function much like SWAT teams in other cities, and are dispatched to deal with high-level threats like super-types. They're equipped with full body armor, larger weapons, and a set of mechanical spider arms that turn them into death-dealing machines.

ROGUE CRAB SPIDER SLICER

Minion: Levels 31-54

Powers/Abilities:

Resistance: Resistance

Longfang: Moderate Lethal, Defense debuff

Slice: Moderate Lethal

ROGUE CRAB SPIDER LONGFANG

Lieutenant: Levels 26-54

Powers/Abilities:

Resistance: Resistance

Suppression: Energy dmg, multiple targets

Slice: Moderate Lethal

ROGUE CRAB SPIDER WEBMASTER

Boss: Levels 21-54

Powers/Abilities:

Resistance: Resistance

Suppression: Energy dmg, multiple targets

Slice: Moderate Lethal

Arm Lash: Superior Slashing, arc AoE

Wide Area Web Grenade: Moderate Immobilize, Slow

MU

ROGUE MU STRIKER

Minion: Levels 15-20, 34-54

Strikers are descendents of the long-lost Mu, drafted into Arachnos service to fight both mystic heroes and the troublesome Circle of Thorns.

Powers/Abilities:

Lightning Bolt: High Energy & Endurance drain, moderate range

Resistance: Resistance

Lightning Blast: Extreme Energy dmg, accurate, Endurance debuff

ROGUE MU ADEPT

Lieutenant: Levels 15-20, 34-54

The most gifted Mu Strikers are given far more than promotions and new uniforms-they are given eldritch secrets to unlock their inner powers. As long as they continue to use them in Arachnos' service, of course.

Powers/Abilities:

Lightning Bolt: High Energy & Endurance drain, moderate range

Cage of Lightning: Minor Energy, Stun, Hold, moderate range

Flight

Lightning Armor: Resist Fire, Cold, Energy & Negative Energy

Resistance: Resistance

Static Discharge: Moderate Energy (AoE), Endurance debuff

Lightning Blast: Extreme Energy dmg, accurate, Endurance debuff

Shocking Bolt: Energy, Hold

ROGUE MU GUARDIAN

Boss: Levels 15-20, 34-39

Mu Guardians pulse with the blood of their slaughtered ancestors in their veins. They have read unholy tomes, visited other planes of existence, and performed dark sacrifices too terrible to mention to become masters of the mystic arts.

Powers/Abilities:

Lightning Bolt: High Energy & Endurance drain, moderate range

Ball Lightning: High Energy, End drain & slow recovery

Static Discharge: Moderate Energy (AoE), Endurance debuff

Sentinel of Lightning: Continuous moderate Energy dmg to nearby foes, follows Guardian, can fly

EM Pulse: Severe Endurance & HP debuff, Hold, high Energy dmg vs. machines

Shocking Bolt: Energy, Hold

Touch of the Storm: Heal other

Flight

Lightning Armor: Resist Fire, Cold, Energy & Negative Energy

Resistance: Resistance

ROGUE SPIDERLING

Small: Levels 30-35

These attack drones are used to soften up super-powered targets. Arachnos considers them very expendable, and uses them to record and monitor a threat's abilities before more expensive troops-such as Tarantulas or Fortunatas-are deployed.





Powers/Abilities:

Power Jumping

Claw: Moderate Lethal

Full Auto: Superior Lethal (DoT)

Chain Gun: Minor Lethal, moderate range

Resistance: Lethal, Smashing, Energy, Fire, Cold

TARANTULAS

The Tarantula Exoskeleton Armor was developed by an Orb Weaver cell named Weaver One. It grants the user incredible strength and wires him directly to his weapons systems. Rumor is that the pilot must undergo a terrible treatment of some sort to properly graft with the suit.

ROGUE TARANTULA

Minion: Levels 29-54

Powers/Abilities:

Venom Bolt: Moderate Smashing & Toxic (DoT)

Venom Burst: Moderate Lethal & Toxic (DoT)

Claw Pierce: Moderate Lethal

Claw Shred: Moderate Slashing

Armored Exoskeleton: Resistance

ROGUE FIRE TARANTULA

Minion: Levels 29-54

Powers/Abilities:

Plasma Cannon: Extreme Fire DoT, medium range

Armored Exoskeleton: Resistance

Burning Claws: Moderate Lethal & Fire

ROGUE TARANTULA MISTRESS

Lieutenant: Levels 29-54

A rare few Fortunatas volunteer for the Tarantula program. Those who survive integration with the machine are truly terrors to behold. Their specially-designed suits greatly amplify their psychic abilities, allowing them to to not only communicate the next few seconds of time to their allies, but also to distort reality for their foes as well.

Powers/Abilities:

Telekinetic Blast: Moderate Smashing, Psionic & Knockback

Psychic Scream: Moderate Psionic

Mental Blast: Moderate Psionic & Slow

Armored Exoskeleton: Resistance

Claw Pierce: Moderate Lethal

Claw Shred: Moderate Slashing

Mental Scramble: Severe Accuracy, Defense & Perception debuff

Mind Link: (AoE) Accuracy & Perception buff, resist Confusion

Will Domination: Moderate Psionic, high Sleep

ROGUE TOXIC TARANTULA

Boss: Levels 29-54

Powers/Abilities:

Cocoon: Hold

Venom Burst: Moderate dmg, Defense debuff, Slow

Armored Exoskeleton: Resistance

Claw Pierce: Moderate Lethal

Toxic Claws: Moderate Slashing

Web Spitter: Hold, Slow

ROGUE TARANTULA QUEEN

Boss: Levels 29-54

What terrible process pushes a woman to become one of these unholy terrors is a subject of much speculation. What is known is that their suits are little different from Tarantula Mistresses. Instead, it seems the user somehow suffers the upgrade. Tarantula Queens are all incredibly powerful, but also quite mad.

Powers/Abilities:

Telekinetic Blast: Moderate Smashing, Psionic & Knockback

Psychic Scream: Moderate Psionic

Mind Link: (AoE) Accuracy & Perception buff, resist Confusion

Will Domination: Moderate Psionic, high Sleep

Scramble Thoughts: Minor Psionic, moderate Stun

Claw Pierce: Moderate Lethal

Total Domination: AoE sphere, Immobilize, moderate range

Claw Shred: Moderate Slashing

Armored Exoskeleton: Resistance

Psychic Wail: High Psionic & Stun

SCRAPYARDERS

WORKERS

These poor chumps think they've got a chance against the Cage Consortium. Sure they're working conditions are atrocious. If most of them weren't former criminals and other troublemakers maybe they could have found better jobs in St. Martial or Grandville instead of this dump.



ENRAGED MINER
Minion: Levels 20-30

Powers/Abilities:

Sledgehammer: High Smashing & Knockback

Pick Axe: High Lethal & Defense debuff

Shovel: High Smashing, Stun

Scrap: Moderate Smashing

ENRAGED DOCKWORKER
Minion: Levels 20-26

These dockworkers are upset about the working conditions the Family are putting them through and have decided to take up arms against it.

Powers/Abilities:

Sledgehammer: High Smashing & Knockback

Scrap: Moderate Smashing

DEMOLITIONIST
Lieutenant: Levels 20-30

Powers/Abilities:

Dynamite: Minor Smashing, Knockback, Stun

Fire Bomb: Moderate Smashing, Lethal & Fire

Jackhammer: Smashing, Defense debuff

CRAZED DEMOLITIONIST
Pet: Levels 20-30

Powers/Abilities:

Kamikaze: PBAoE, high Energy

Resistance: Resistance

FOREMAN
Boss: Levels 20-30

Powers/Abilities:

Dynamite: Minor Smashing, Knockback, Stun

Summon Miner: Spawns 1-2 Miners

Assault: Damage Buff

Hurl: Moderate Smashing & Knockback

Punch: Moderate Smashing & Knockback

Haymaker: High Smashing & Knockback

GHOST OF SCRAPYARD
Monster: Level 30

Now this is disturbing. Captain Mako tore this guy to pieces years ago, yet here he stands, smashing everything in his way with his spectral hammer. You really hope every cape who has felt your wrath doesn't pull this poltergeist routine. It'll be a busy decade if they do.

Powers/Abilities:

Fissure: Moderate Smashing AoE, Knockback

Spirit Wrack: Moderate Negative Energy, Accuracy debuff

Resistance: Archvillain resistance

Wave of Shadows: Cone AoE, Moderate Neg Energy, Accuracy debuff

Maul: Moderate Smashing & Neg Energy, Disorient

SECURITY GUARDS

PRIVATE SECURITY GUARD
Minion: Levels 1-40

Powers/Abilities:

Brawl: Moderate Smashing

Pistol: Moderate Lethal, moderate range

Heavy Pistol: High Lethal, Knockback, moderate range

Riot Baton: Moderate Smashing, Stun

Burst (SMG, Adv SMG): Minor Lethal, Defense debuff, moderate range

Butt (Adv SMG, AR): Moderate Smashing

Single Shot (AR): Long range, accurate, High Lethal, Knockback

PRIVATE SECURITY OFFICER
Lieutenant: Levels 1-40

Powers/Abilities:

Brawl: Moderate Smashing

Burst (SMG, Adv SMG): Minor Lethal, Defense debuff, moderate range

Tactics: Accuracy & Perception buff, resist Confuse

Shotgun: AoE cone, moderate Lethal, Knockback, short range

Riot Baton: Moderate Smashing, Stun

Single Shot (AR): Long range, accurate, High Lethal, Knockback

Butt (AR): Moderate Smashing

Frag Grenade: Minor Smashing, Lethal & Knockback

PRIVATE SECURITY CAPTAIN
Boss: Levels 1-40

Powers/Abilities:

Shotgun: AoE cone, moderate Lethal, Knockback, short range

Frag Grenade: Minor Smashing, Lethal & Knockback

Assault: AoE Damage buff (self & allies)

Maneuvers: AoE Defense buff (self & allies)

Burst (Adv SMG): Minor Lethal, Defense debuff, moderate range

Single Shot (AR): Long range, accurate, High Lethal, Knockback

Spray Lead (Adv SMG): Moderate Lethal, Defense debuff

Short Burst (Adv SMG): Heavy Lethal, Accuracy buff, slow reload

Auto Fire (Adv SMG): Heavy Lethal, Accuracy buff, slow reload





SHIVAN

SHIVAN (MINION)

Minion: Levels 15-25

These horrible things are an amalgamation of human corpses and some sort of weird sentient goo from beyond the stars. Some claim a mysterious interplanetary intelligence thought destroyed in the 1950s is the source of the Shivans, but if such a creature existed, 'Shiva', the Hindu name for the 'Destroyer of Worlds', was kept secret by the governments of earth.

Powers/Abilities:

Contaminated Strike: Moderate Energy & Smashing, Knockback, Defense debuff

Neutrino Bolt: Minor Energy & Def debuff

Resistance: Resistance

SHIVAN SMASHERS

Lieutenant: Levels 15-25

Smashers are larger versions of the Shivans seen all over Bloody Bay. How the beings formed from the bones of the dead is a complete mystery.

Powers/Abilities:

Contaminated Strike: Moderate Energy & Smashing, Knockback, Defense debuff

Neutrino Bolt: Minor Energy & Def debuff

Radioactive Smash: Heavy Energy & Smashing, Disorient, Knockback, negate Flight, Defense debuff

X-Ray Beam: Moderate Energy & Def debuff

Resistance: Resistance

SHIVAN DESTROYER

Boss: Levels 15-25

The largest of the Shivans are the Destroyers. They seem little more than ectoplasmic jumbles of destruction and hate.

Powers/Abilities:

Radioactive Smash: Heavy Energy & Smashing, Disorient, Knockback, negate Flight, Defense debuff

X-Ray Beam: Moderate Energy & Def debuff

Contaminated Strike: Moderate Energy & Smashing, Knockback, Defense debuff

Neutron Bomb: Moderate Energy & Def debuff

Electron Haze: AoE cone moderate Energy, Knockback, & Defense debuff, moderate range

Resistance: Resistance

SHIVAN DECIMATOR

Pet/Boss: Levels 15-25

This Decimator seems to pulse with ectoplasmic destruction and hate. Its grotesque form and radiant energy makes your skin crawl.

Powers/Abilities:

Radioactive Smash: Heavy Energy & Smashing, Disorient, Knockback, negate Flight, Defense debuff

X-Ray Beam: Moderate Energy & Def debuff

Contaminated Strike: Moderate Energy & Smashing, Knockback, Defense debuff

Neutron Bomb: Moderate Energy & Def debuff

Electron Haze: AoE cone moderate Energy, Knockback, & Defense debuff, moderate range

Cosmic Burst: High Energy, Stun & Def debuff

Irradiate: Minor Energy & very high Def debuff

Resistance: Resistance

SIREN'S CALL PHANTOM

Minion/Lieutenant/Boss: Levels 20-30

The Soul Storm has drawn in the most vile spirits of the nether realms to haunt this island!

Powers/Abilities:

Scream: Moderate DoT, Slow, Resistance debuff

Shriek: Moderate dmg, Resistance debuff, Slow

Ethereal

Shout: High damage, Damage Resistance debuff

Howl: High damage, short range

Siren's Song: Minor dmg, Sleep

Shockwave: Moderate Lethal & Knockback

SLAG GOLEMS

What strange forces gave life to these heaps of cast-off metal? There are those who say they are guardians of this island, born to stop the Cage Consortium's rampant destruction. Beware their incredible strength and near-indestructible hides.

SLAG HEAP

Minion: Levels 20-30

Powers/Abilities:

Resistance: Slag Golem resistance

Slash: High Lethal, Defense debuff

Hurl Debris: Moderate Smashing & Knockback



SLAG PILE
Lieutenant: Levels 20-30

Powers/Abilities:
- Resistance: Slag Golem resistance
- Slash: High Lethal, Defense debuff
- Foot Stomp: Moderate Smashing & Knockback
- Hurl Debris: Moderate Smashing & Knockback

SLAG GOLEM
Boss: Levels 20-30

Powers/Abilities:
- Resistance: Slag Golem resistance
- Slash: High Lethal, Defense debuff
- Foot Stomp: Moderate Smashing & Knockback
- Hurl Debris: Moderate Smashing & Knockback
- Fissure: Knockup, Disorient
- Smash: Moderate Smashing & Knockback

SNAKES

Rumor has it that that Snakes are what's left of the long-vanished Children of Enos, the Mu cult that originally discovered the Rogue Isles. Or perhaps they were here before the Children fled the French authorities, and gobbled up the unfortunate refugees who tried to hide here on Mercy Island.

VIPERS
Minions: Levels 1-19

VIPER CLAW

Powers/Abilities:
- Resistance: Toxic
- Vulnerable: Cold
- Swipe: Moderate Lethal
- Throwing Dagger: Minor Lethal, short range
- Quick: Speed buff

VIPER BLADE

Powers/Abilities:
- Resistance: Toxic
- Vulnerable: Cold
- Dagger: Minor Lethal
- Throwing Dagger: Minor Lethal, short range
- Quick: Speed buff

VIPER FANG

Powers/Abilities:
- Resistance: Toxic
- Vulnerable: Cold
- Bite: Minor Lethal
- Poison Bite: Minor Lethal, Toxic (DoT)
- Throwing Dagger: Minor Lethal, short range
- Quick: Speed buff

MAMBAS
Lieutenants: Levels 1-19

MAMBA BLADE

Powers/Abilities:
- Resistance: Toxic
- Vulnerable: Cold
- Throwing Dagger: Minor Lethal, short range
- Venomous Spit: Toxic (DoT)
- Quick: Speed buff
- Regenerate: Self-heal

MAMBA FANG

Powers/Abilities:
- Resistance: Toxic
- Vulnerable: Cold
- Bite: Minor Lethal
- Poison Bite: Minor Lethal, Toxic (DoT)
- Throwing Dagger: Minor Lethal, short range
- Venomous Spit: Toxic (DoT)
- Quick: Speed buff
- Regenerate: Self-heal

COBRA
Boss: Levels 1-19

Powers/Abilities:
- Resistance: Toxic
- Vulnerable: Cold
- Brawl: Moderate Smashing, Toxic (DoT)
- Venomous Spray: Toxic (DoT)
- Slice: Moderate Lethal, Def debuff
- Slash: Moderate Lethal, Def debuff
- Mesmerize: Moderate Psionic & Sleep
- Venomous Spit: Toxic (DoT)
- Quick: Speed buff
- Regenerate: Self-heal

SPECTRAL PIRATES

NIGHT HAUNT
Minion: Levels 5-15

Over the years, pirates and other sailors came to the isle and were slain by the ghosts of Port Oakes. Their souls are added to this ghastly crew, which continues to grow to this very day. Beware the Night Haunt's touch, for their spectral sabers can cut flesh as well as any physical blade.

Powers/Abilities:
- Flight
- Ghastly Blast: Moderate Negative Energy, Accuracy debuff
- Resistance: Resistance
- Ethereal
- Scimitar: High Lethal & Negative Energy, Defense debuff





NIGHT TERROR

Lieutenant: Levels 5-15

These ghosts look vaguely like ethereal French soldiers in their dress, but most of this is obscured by their transparent nature. Their faces are wide-eyed, while their mouths cycle constantly through a litany of screams and curses. Their hands and arms are pale red, stained with the life-force of the hundreds they've slain.

Powers/Abilities:

Flight

Ghastly Blast: Moderate Negative Energy, Accuracy debuff

Resistance: Resistance

Ethereal

Rapier Stab: Moderate Lethal & Def debuff

Rapier Parry: Moderate Lethal & Def buff

Life Drain: Moderate Negative Energy, heal self, Accuracy debuff

RED HAND

Boss: Levels 5-15

In 1717, these unfortunate French soldiers were slain by Captain Blackbeard and his bloodthirsty crew. They haunt the old fort now, slaying all those who approach their spectral domain and turning them into Night Haunts. The more powerful of their victims become Night Terrors.

Powers/Abilities:

Flight

Ghastly Blast: Moderate Negative Energy, Accuracy debuff

Resistance: Resistance

Ethereal

Rapier Stab: Moderate Lethal & Def debuff

Rapier Parry: Moderate Lethal & Def buff

Life Drain: Moderate Negative Energy, heal self, Accuracy debuff

Necroplasmic Grasp: Negative Energy, Hold

RED TERROR

Boss: Levels 10-15

Powers/Abilities:

Flight

Ghastly Blast: Moderate Negative Energy, Accuracy debuff

Resistance: Resistance

Ethereal

Rapier Stab: Moderate Lethal & Def debuff

Rapier Parry: Moderate Lethal & Def buff

Life Drain: Moderate Negative Energy, heal self, Accuracy debuff

Necroplasmic Grasp: Negative Energy, Hold

Whirling Sword: Moderate Lethal & Def debuff

Slice: Moderate Lethal, Def debuff

GHOST TRAP

Boss: Levels 10-15

Powers/Abilities:

Assimilation Overload: Releases ectoplasm when limit is exceeded

Ectoplasmic Containment: Creates containment field

Stectrographic Assimilator: Captures ectoplasm of defeated ghosts

GHOST SON

Boss: Levels 6-12

This recently-dead phantom claims to be on Arachnos' side, but there are serious questions about his loyalty.

Powers/Abilities:

Flight

Ghastly Blast: Moderate Negative Energy, Accuracy debuff

Resistance: Resistance

Ethereal

Life Drain: Moderate Negative Energy, heal self, Accuracy debuff

Necroplasmic Grasp: Negative Energy, Hold

Smite: Minor Smashing, Negative Energy, Accuracy debuff

Shadow Punch: Moderate Smashing & Neg Energy

SPETSNAZ COMMANDOS

The Spetsnaz are Russian special forces soldiers. They are experts in close-combat and conventional weapons, and have a reputation for ruthlessness.

RYADOVOI

Minion: Levels 10-16

Powers/Abilities:

Automatic Pistol: Moderate Lethal, moderate range

Brawl: Moderate Smashing

EFREITOR

Lieutenant: Levels 10-16

Powers/Abilities:

Brawl: Moderate Smashing

Rifle Butt: Moderate Smashing

Frag Grenade: Minor Smashing, Lethal & Knockback

Adv Assault Rifle Burst: High Lethal, Knockback, Def buff



SERZHANT

Boss: Levels 10-16

Powers/Abilities:

Chain Gun Heavy Burst: Heavy Lethal (DoT)

Brawl: Moderate Smashing

Rifle Butt: Moderate Smashing

Frag Grenade: Minor Smashing, Lethal & Knockback

Chain Gun Short Burst: Moderate Lethal (DoT), Defense debuff

TSOO

RED INK MEN

Minion: Levels 30-40

The enchanted inks used in Tsoo tattoos grant these soldiers special powers. The red ink empowers the Tsoo with the ability to drain the strength and energy from a victim and add it to his own. Red Ink Men are masters of using an opponent's strengths against him.

SERPENT RED INK MAN

Powers/Abilities:

Brawl: Moderate Smashing

Sai: Moderate Lethal & Accuracy debuff

Shuriken: Moderate Lethal, short range

Siphon Speed: Slow target, Speed self

Siphon Power: Damage debuff, all types

Super Leap

Hi Resistance: Poison

Poison Dart: Minor Lethal, slow regeneration, Sleep

Thunder Kick: Moderate Smashing & Stun

EAGLE RED INK MAN

Powers/Abilities:

Brawl: Moderate Smashing

Kama: Moderate Lethal & Accuracy debuff

Bow: High Lethal, moderate range

Siphon Speed: Slow target, Speed self

Siphon Power: Damage debuff, all types

Super Leap

Hi Resistance: Poison

Poison Dart: Minor Lethal, slow regeneration, Sleep

Thunder Kick: Moderate Smashing & Stun

TIGER RED INK MAN

Powers/Abilities:

Brawl: Moderate Smashing

Claws: Moderate Lethal

Shuriken: Moderate Lethal, short range

Siphon Speed: Slow target, Speed self

Siphon Power: Damage debuff, all types

Super Leap

Hi Resistance: Poison

Poison Dart: Minor Lethal, slow regeneration, Sleep

Thunder Kick: Moderate Smashing & Stun

DRAGON RED INK MAN

Powers/Abilities:

Brawl: Moderate Smashing

Slash: High Lethal, Defense debuff

Hack: Moderate Lethal, Defense debuff

Shuriken: Moderate Lethal, short range

Siphon Speed: Slow target, Speed self

Siphon Power: Damage debuff, all types

Super Leap

Hi Resistance: Poison

Poison Dart: Minor Lethal, slow regeneration, Sleep

Thunder Kick: Moderate Smashing & Stun

SORCERER

Lieutenant: Levels 30-40

The Tsoo sorcerers are the most in touch with the Ancestor Spirits that provide the Tsoo their magic and power. They have a wide variety of powers that allow them to either attack whole groups of enemies or aid large numbers of friends, making them potent support players in any fight.

Powers/Abilities:

Brawl: Moderate Smashing

Petrifying Gaze: Hold, moderate range

Darkest Night: High Accuracy & Damage debuff, all Damage types

Teleport

Chill of the Night: PBAoE minor Negative Energy & Accuracy debuff

Hurricane: PBAoE Accuracy debuff & Knockback

O2 Boost: Self-heal, buff vs. Sleep, Immobilize, Confuse & Stun

ANCESTOR SPIRIT

Lieutenant: Levels 30-40

The monstrous Ancestor Spirits are physical manifestations of the long-dead Tsoo progenitors. They're incredibly strong and tough in combat, but they're also wily. They have the ability to become intangible at will, making them slippery opponents to pin down in a fight.

Powers/Abilities:

Handclap: PBAoE Stun & Knockback

Punch: Moderate Smashing & Knockback





Haymaker: High Smashing & Knockback

Resistance: Sleep, Fear, Slow, Hold

Ethereal

Flight

Knockout Blow: Heavy Smashing, Hold

COPPER SERPENT

Boss: Levels 30-40

Members of the Copper Serpent Order suffuse their bodies with toxins to utilize their deadly poison-based martial art. Masters of the style gain the dreaded Body Fang ability, and can create poison thorns on their skin at will.

Powers/Abilities:

Barb Swipe: Moderate Lethal, Slow, Immobilize, Toxic (DoT)

Lunge: Moderate Lethal, Slow, Immobilize, Toxic (DoT)

Spine Throwing: AoE cone, moderate Lethal, Slow, Immobilize, short range, Toxic (DoT)

Impale: Moderate Lethal, Slow, Immobilize, short range, Toxic (DoT)

Super Leap

Hi Resistance: Toxic

Ripper: High Lethal, Knockback, Immobilize

FAR FIRE

Boss: Levels 30-40

The Far Fire style utilizes the Tsoo's internal energy to burn the very air. Far Fire masters can hurl flame at enemies to burn, blind, or entrap them.

Powers/Abilities:

Flares: Moderate Fire, moderate range

Fire Katana Hack: High Lethal, Fire, Defense debuff

Fire Katana Slash: High Lethal, Fire, Defense debuff

Flashfire: AoE minor Fire, Stun, moderate range

Ring of Fire: Minor Fire, Immobilize, moderate range

Super Leap

Hi Resistance: Poison

Fire Breath: AoE cone moderate Fire, short range

CRESCENT

Boss: Levels 30-40

Masters of the Crescent style have learned to tap into the very power of the universe itself and focus it through their own bodies. This power enhances their strength and allows them to alter reality around their foes.

Powers/Abilities:

Crane Kick: High Smashing, Knockback

Crush: Moderate Smashing, Immobilize, Slow, moderate range

Gravity Distortion: Hold, moderate range

Propel: High Smashing, Knockback, moderate range

Cobra Strike: Minor Smashing, Stun

Eagles Claw: High Smashing, Stun, Lethal

Super Leap

Hi Resistance: Poison

Crippling Axe Kick: Moderate Smashing, Immobilize, Slow

HERALD

Boss: Levels 30-40

The masters called Heralds have sharpened their mental focus to a deadly weapon. They can use the power of their will to render their enemies helpless before their weapons.

Powers/Abilities:

Mesmerize: Moderate Psionic, Sleep, long range

Kama: Moderate Lethal, Accuracy debuff

Dominate: Hold, moderate range

Sai: Moderate Lethal, buff Defense

Super Leap

Hi Resistance: Poison

Terrify: Cone AoE, Minor Psionic

SKY FALL

Boss: Levels 30-40

The Sky Fall technique requires incredible internal power to master. Those who have attained it become elemental forces empowered with the might of the storm.

Powers/Abilities:

Bow: High Lethal, moderate ranged

Katana Hack: High Lethal, Defense debuff

Thunder Clap: PBAoE sphere Stun

Lightning Storm: Summon storm

Thunder Strike: Very high Smashing, Stun

Katana Slice: High Lethal, Defense debuff

Lightning Clap: PBAoE, Stun, Knockback

Whirling Katana: High Lethal, Defense debuff

Katana Slash: High Lethal, Defense debuff

Snow Storm: AoE Slow, moderate range

Hurricane: PBAoE Accuracy debuff, Knockback

Super Leap

Hi Resistance: Poison



VAHZILOK

FACES

Some people will do anything for beauty. And then there are the Faces. Star patients of the Facemaker, they've learned the secrets of the Vahzilok and now will do anything they can to make themselves beautiful.

FACE REAPER
Minion: Levels 10-16

Powers/Abilities:

Cleaver: High Lethal

Bone Saw: Moderate Lethal

Dart Gun: High Negative Energy, Slow, short range

FACE HARVESTER
Lieutenant: Levels 10-16

Powers/Abilities:

Cleaver: High Lethal

Bone Saw: Moderate Lethal

Dart Gun: High Negative Energy, Slow, short range

Resurrect Zombie: Revive fallen Cadaver/Abomination

THE FACEMAKER
Boss: Levels 10-16

The woman called the Facemaker was once a disciple of Dr. Vahzilok in Paragon City. She still admires the mad doctor's work, but decided to strike out on her own to pursue her own amoral vision of life and beauty.

Powers/Abilities:

Whirling Bone Saw: Moderate Lethal, circle AoE

Resurrect Zombie: Revive fallen Cadaver/Abomination

Rapid-Fire Dart Gun: High Negative Energy, Slow, short range

Bone Saw Slice: Moderate Lethal

Venomous Spray: Toxic (DoT)

Dart Gun: High Negative Energy, Slow, short range

Bone Saw Hack: Moderate Lethal

VINDICATORS

MS. LIBERTY
Hero: Levels 40–54

Megan is the daughter of the original Miss Liberty from the Golden Age. She has taken up the mantle to fight for freedom, in this specific case to free Paragon City from its villain infestation. She has heightened strength and endurance as well as the power of the Liberty Belt, which was passed on to her by her grandmother.

Powers/Abilities:

Thunder Kick: Melee, minor damage (Smash), minor Disorient

Storm Kick: Melee, moderate damage (Smash)

Cobra Strike: Melee, minor damage (Smash), Disorient

Crane Kick: Melee, high damage (Smash), Knockback

Crippling Axe Kick: Melee, moderate damage (Smash), Immobilize, -Speed, -Fly

Eagle's Claw: Melee, superior damage (Smash), minor Disorient, +Special

Temp Invulnerability: Self +Res (Smash, Lethal)

Dull Pain: Self Heal, +Max HP

Unstoppable: Self, +Res (Disorient, Sleep, Hold, Immobilize, Knockback, all damage but Psionics)

Lightning Bolt: Ranged, high damage (Energy), -Endurance

Thunder Strike: Melee high damage (Smash), Disorient, Knockback

Super Leap

Resistance: Smashing, Lethal Resistance (moderate)

Resistance: Protection against Stun, Hold, Fear, Confuse, Knockback (high), Resistance to all debuffs (high)

VALKYRIE
Hero: Levels 40–47

Valerie Kellum was an archeologist who discovered what she first took for an ancient spear. A more careful examination led to the realization that the spear had a technological component. She traveled around Europe looking for ideas about its origin and ended up in a local Crey facility. When a Crey security team tried to take the weapon from her, it activated and injected Valerie with advanced nanites that transformed her into Valkyrie, an extraordinary warrior with a completely different personality. She broke free and traveled to Paragon City where Positron is helping her come to terms with her new identity.

Powers/Abilities:

Exploding Spear: Ranged AoE Lethal (high), Smashing (low), Knockback

Hack: Melee, high damage (Lethal), -Def

Slash: Melee, moderate damage (Lethal), -Def

Slice: Melee (Cone), moderate damage (Lethal), -Def

Parry: Melee, minor damage (Lethal), Self +Def (Melee, Lethal)

Resistance: Lethal Resistance (moderate), Smashing Resistance (low)

Flying Swords: Ranged Lethal (high), Def debuff (high)

Whirling Sword: PBAoE Melee, moderate damage (Lethal), -Def

Disembowel: Melee, Superior damage (Lethal), Knockup, -Def





Head Splitter: Melee, Extreme damage (Lethal), Knockback, -Def

Rise of the Valkyrie: Resurrect

Resistance: Protection against Stun, Hold, Fear, Confuse, Knockback (high), Resistance to all debuffs (high)

LUMINARY

Hero: Levels 40–47

The current Luminary is an android built by Positron to replace the original Luminary, who retired in 1995. Far from being a cold machine, Luminary has developed a strong personality under the watchful gaze of the android Citadel of the Freedom Phalanx.

Powers/Abilities:

Power Bolt: Ranged, minor damage (Energy/Smash), Knockback

Power Blast: Ranged, moderate damage (Energy/Smash), Knockback

Energy Torrent: Ranged (Cone), moderate damage (Energy/Smash), Knockback

Power Burst: Close, high damage (Energy/Smash), Knockback

Power Thrust: Melee, minor damage (Energy/Smash), Knockback

Explosive Blast: Ranged (targeted AoE), moderate damage (Smash/Energy), Knockback

Energy Punch: Melee, moderate damage (Smash/Energy), Disorient

Bone Smasher: Melee, high damage (Smash/Energy), Disorient

Whirling Hands: PBAoE Melee, moderate damage (Smash/Energy)

Resistance: Protection against Stun, Hold, Fear, Confuse, Knockback (high), Resistance to all debuffs (high),Smashing, Lethal, Psionic Resistance (moderate)

Fly

Nova: PBAoE, Extreme damage (Energy/Smash), Knockback, self -Recovery

EM Pulse: PBAoE, Hold, -Endurance, -Regen, Special vs. Robots, self -Recovery

Total Focus: Melee, Extreme damage (Energy/Smash), Disorient

MYNX

Hero: Levels 30–36, 46–54

Katherine Stevens was a young college student who was transformed against her will by cruel Crey experimentation. After escaping from Crey, she was discovered on the streets by Synapse, of the Freedom Phalanx, who helped her regain control and recover her memory. Now she uses her superhuman reflexes and implanted battle claws to hunt crime in the urban jungle of Paragon City.

Powers/Abilities:

Strike: Melee, moderate damage (Lethal)

Slash: Melee, moderate damage (Lethal), -Def

Spin: PBAoE Melee, moderate damage (Lethal)

Follow Up: Melee, moderate damage (Lethal), Self +damage

Focus: Ranged, high damage (Lethal), Knockback

Shockwave: Melee (Cone), moderate damage (Lethal), Knockback

Focused Fighting: Self +Def (Melee), Res (Confuse, debuff Def)

Feral Flurry: Melee moderate DoT (Lethal), -Def

Super Leap

Resistance: Protection against Stun, Hold, Fear, Confuse, Knockback (high), Resistance to all debuffs (high)

Levels 46–54 only

Eviscerate: Melee (Cone), Superior damage (Lethal), +Special

Quickness: Auto Self +Recharge, +Speed, Res (Slow)

Elude: Self +Def, + Speed, +Recovery, Res (debuff Def), +Special

AURORA BOREALIS

Boss/Hero: Levels 30-52

Before the Rikti War, Aurora Scott was just a fledgling hero doing her best for the city she loved. Afterward, she was something else entirely. Aurora played host to Sister Psyche's mind after the Freedom Phalanx heroine was injured in the war. After gladly sacrificing her autonomy so that Sister Psyche could continue to serve, Aurora's just now returning to her own life. And she's got a few bones to pick with the villains who flourished in her absence.

Powers/Abilities:

Resistance: Archvillain resistance

Flight

Telekinetic Blast: Moderate Smashing, Psionic & Knockback

Psychic Scream: Moderate Psionic

Light Torrent: Cone AoE, Moderate Energy, Knockback

Will Domination: Moderate Psionic, high Sleep

Subdue: High Psionic, moderate Immobilize & Smashing

Light Explosion: Circle AoE, Moderate Energy

Scramble Thoughts: Minor Psionic, moderate Stun

Psychic Wail: High Psionic & Stun



SWAN

Hero: Levels 35–54

Lena Elliot was touched by magic from the moment she was born on the Vernal Equinox. Both her parents were powerful mystics, and performed a ceremony to bless Lena's birth. Shortly after her 21st birthday, Lena's parents were caught in the middle of a battle between the Circle of Thorns and the 5th Column. The groups were seeking a pair of rings that had been in the Elliot family for generations. Lena's powers manifested, and she instinctively protected herself and her parents. Manticore had been following the 5th Column group and came to the Elliots' aid. The battle was going poorly, when Lena lashed out with her psychic abilities, stunning many of the villains. Manticore mopped up the rest, but not before the 5th Column managed to escape with Lena's parents. Manticore offered Lena the chance to fight at his side, and she jumped at the opportunity. As Swan, she aids him in his relentless war against the 5th Column, in the hopes that one day she will find her parents alive.

Powers/Abilities:

Subdue: Ranged, Moderate DMG (Psionic), Immobilize

Psionic Lance: Ranged, minor damage (Psionic), target -Recharge

Psychic Scream: Ranged (Cone), moderate damage (Psionic), -Recharge

Telekinetic Blast: Melee, minor damage (Psionic/Smash), Knockback

Will Domination: Ranged, high damage (Psionic), Sleep

Scramble Thoughts: Ranged, minor damage (Psionic), Disorient

Repel: Self AoE Knockback

Siphon Power: Ranged, -damage, team +damage

Siphon Speed: Ranged, -Speed, self +Speed, +Recharge

Fulcrum Shift: Ranged (AoE), -damage, team +damage

Psychic Shockwave: Close (AoE), high damage (Psionic), Disorient, -Recharge

Resistance: Protection against Stun, Hold, Fear, Confuse, Knockback (high), Resistance to all debuffs (high), Negative Energy Resistance (low), Psionic Resistance (moderate)

Fly

Resistance: Protection against Stun, Hold, Fear, Confuse, Knockback (high), Resistance to all debuffs (high)

MALAISE

Hero: Levels 35–47

Jean-Pierre Lourdin was not always a hero. He began his career as a villain in Europe, using the twisted images in his mind to commit robberies. With INTERPOL hot on his trail, he landed in Paragon City, where his broken thoughts were detected by Sister Psyche. She confronted him, and after an intense battle, was able to subdue him. She spent months healing the damage to his mind, and has taught him more productive uses for his abilities. Sister Psyche vouched for him with the authorities and he has been allowed to help with the current crisis in Paragon City. Many are keeping a watchful eye on Malaise, however, for signs of his madness returning.

Powers/Abilities:

Spectral Wounds: Ranged, high damage (Psionic), +Special

Blind: Ranged (targeted AoE), moderate damage (Psionic), Hold/Sleep

Deceive: Ranged, Confuse

Flash: PBAoE, Hold

Spectral Army: Summon 3 Spectral Soldiers

Spectral Terror: Summon Terror Ranged Fear

Spectral Servant: Summon Spectral Servant

Transfusion: Ranged, -Endurance, -Regen, team Heal

Siphon Power: Ranged, -damage, team +damage

Tenebrous Tentacles: Ranged (Cone), moderate damage (Negative/Smash), Immobilize, -ACC

Night Fall: Ranged (Cone), moderate damage (Negative), -ACC

Torrent: Ranged (Cone), minor damage (Smashing), -ACC, Knockback

Resistance: Energy and Negative Energy Resistance (moderate)

Resistance: Protection against Stun, Hold, Fear, Confuse, Knockback (high), Resistance to all debuffs (high)

WOODSMAN

Hero: Levels 40–54

The Woodsman was once a renowned hero who helped keep the world of mankind in balance with the forces of nature, fighting against those who would destroy or corrupt nature for their own ends. He came to a tragic end when he was captured by the Devouring Earth, who used his link with the earth to destroy Woodvale and carve out their own territories. Though the Woodsman's physical body perished at the hands of the Devouring Earth, his spirit was freed through the actions of the city's heroes. Now he lives on as a spirit of nature, at one with the wild places of the Earth, helping heroes carry on the fight for the safety of the world.





Powers/Abilities:

Entangle: Ranged, moderate DoT (Smashing, Lethal), Immobilize

Strangler: Ranged, moderate DoT (Smashing), Hold

Roots: Ranged (targeted AoE), minor DoT (Smashing, Lethal), Immobilize

Spore Burst: Ranged (targeted AoE), Sleep

Spirit Tree: Place Tree PBAoE Heal

Vines: Ranged (targeted AoE), Hold

Seeds of Confusion: Ranged (Cone), Confuse

Propel Boulder: Ranged Smash (high), Knockback

Stump Toss: Ranged, moderate damage (Smash), Knockback, -Fly

Tuatha Horde: Summon 4 Tuatha minions

Resistance: Smash, Lethal and Toxic, +Speed

Resistance: Protection against Stun, Hold, Fear, Confuse, Knockback (high), Resistance to all debuffs (high)

INFERNAL

Boss/Hero: Levels 15-21, 35-41

A master of demon binding and summoning from another dimension, Infernal's boundless willpower allows him to control the many fiends he has forced into his service. As a member of the Vindicators, he often assists Numina of the Freedom Phalanx.

Powers/Abilities:

Fire Aura: Minor Fire

Gash: Moderate Lethal, Fire & Knockback

Pendulum: High Lethal, moderate Fire & Knockback

Fire Breath: Moderate Fire

Fire Blast: Moderate Fire

Fire Ball: Moderate Fire, minor Smashing

Demon Summoning: Spawn 1-3 Demons

Resistance: Lethal, Smashing, Energy, Fire, Cold

Resistance: Archvillain resistance

Flares: Moderate Fire

Chop: High Smashing, moderate Fire & Knockback

Beheader: Very high Smashing, moderate Fire & Knockback

Whirling Axe: Moderate Lethal, Fire & Knockback

DEMON

Minion: Levels 1-54

These vicious creatures serve Infernal only because he forces them to. By subverting their will through the use of ancient mystic rituals he creates permanent servants. If his control begins to wane over a particular demon, he performs another ceremony and binds it permanently into his weapons or armor to increase their strength.

Powers/Abilities:

Invincibility: High defense to all but Psionic

Fire Smash: Moderate Smashing, Knockback & Fire

Super Leap

Flares: Moderate Fire

Scorch: Moderate Fire

Fire Sword: Moderate Lethal, high Fire

Minor Resist: Fire

Vulnerability: Cold

WAILERS

St. Martial is infested with these horrid demons. A rumor on a Johnnie 'The Pipes' Sonata fan-site a few weeks back 'joked' that the singer must have sold his soul for his golden voice and the demons are here to collect. Maybe there's some truth to it.

WAILER (MINION)

Minion: Levels 30-40

Powers/Abilities:

Slash: Moderate Lethal, Def debuff

Shriek: Moderate Sonic, Resistance debuff, Slow

WAILER QUEEN

Lieutenant: Levels 30-40

Powers/Abilities:

Slash: Moderate Lethal, Def debuff

Shriek: Moderate Sonic, Resistance debuff, Slow

Song of the Nightingale: Heal ally

Scream: Moderate Sonic DoT, Slow, Resistance debuff

Siren's Song: Minor Sonic dmg, Sleep

WAILER KING

Boss: Levels 30-40

Powers/Abilities:

Howl: High damage, short range

Scream: Moderate Sonic DoT, Slow, Resistance debuff

Shockwave: Moderate Lethal & Knockback

Sonic Dispersion: Sphere AoE, buff all Resistance except Psionic, buff vs. Immobilization, Disorient & Hold

Shout: High damage, Damage Resistance debuff

Revive: Self-resurrect



WAILER LORD

Boss: Levels 35-41

The Wailer Lord is the biggest and strongest of the demons that infest St. Martial. It's assumed that the wailers fight for the power and the knowledge that comes with the title in terrible howling brawls that shake walls blocks away.

Powers/Abilities:

Howl: High damage, short range

Scream: Moderate Sonic DoT, Slow, Resistance debuff

Shockwave: Moderate Lethal & Knockback

Sonic Dispersion: Sphere AoE, buff all Resistance except Psionic, buff vs. Immobilization, Disorient & Hold

Shout: High damage, Damage Resistance debuff

Sonic Barrier: Ally defense buffs vs. Smashing, Lethal & Sonic

Screech: Minor dmg, Stun

Revive: Self-resurrect

WYVERN

Wyvern is a private agency dedicated to eliminating problems Freedom Corps hasn't or won't deal with.

AGENTS

TALON AGENT

Minion: Levels 5-25

Talon agents are young operatives who have yet to prove themselves in the field. They are given the simplest assignments until they prove their worth, but are extensively trained in close combat knife fighting, as well as archery.

Powers/Abilities:

Talon Snap Shot: Minor Lethal, fast

Talon Strike: Moderate Lethal

Bow Strike: Moderate Smashing

Talon Aimed Shot: High Lethal

FANG AGENT

Lieutenant: Levels 5-25

Fang agents have achieved some trust in the organization and are given access to Wyvern's special weapons - the trademark arrows of their founder, Manticore.

Powers/Abilities:

Bow Strike: Moderate Smashing

Talon Aimed Shot: High Lethal

Talon Fistful of Arrows: Moderate Lethal vs. all foes in front of Agent

Talon Blazing Arrow: Minor Lethal, Fire (DoT)

STING AGENT

Boss: Levels 5-25

Sting Agents have achieved Wyvern's complete trust and are given access to specialized armor piercing arrows.

Powers/Abilities:

Talon Fistful of Arrows: Moderate Lethal vs. all foes in front of Agent

Talon Explosive Arrow: Moderate Lethal & Energy, Knockback

Talon Aimed Shot: High Lethal

Talon Blazing Arrow: Minor Lethal, Fire (DoT)

Talon Stunning Shot: Minor Lethal, Stun

Talon Entangling Arrow: Immobilize, Slow, negate Flight

RAPTOR AGENT

Boss: Levels 10-25

Raptor Agents are senior operatives who have achieved Wyvern's complete trust.

Powers/Abilities:

Talon Stunning Shot: Minor Lethal, Stun

Talon Blazing Arrow: Minor Lethal, Fire (DoT)

Talon Fistful of Arrows: Moderate Lethal vs. all foes in front of Agent

Talon Entangling Arrow: Immobilize, Slow, negate Flight

Talon Explosive Arrow: Moderate Lethal & Energy, Knockback

Talon Aimed Shot: High Lethal

Talon Flash Arrow: Blind, Accuracy debuff

Talon Rain of Arrows: Moderate Lethal (DoT)

WING AGENTS

Wing Agents act as air support for their companions.

WING TALON AGENT

Minion: Levels 15-30

Powers/Abilities:

Talon Snap Shot: Minor Lethal, fast

Bow Strike: Moderate Smashing

Talon Aimed Shot: High Lethal

Flight

WING FANG AGENT

Lieutenant: Levels 15-30

Powers/Abilities:

Bow Strike: Moderate Smashing

Talon Aimed Shot: High Lethal

Talon Fistful of Arrows: Moderate Lethal vs. all foes in front of Agent

Talon Blazing Arrow: Minor Lethal, Fire (DoT)

Flight





WING STING AGENT
Boss: Levels 15-30

Powers/Abilities:

Talon Fistful of Arrows: Moderate Lethal vs. all foes in front of Agent

Talon Explosive Arrow: Moderate Lethal & Energy, Knockback

Talon Aimed Shot: High Lethal

Talon Blazing Arrow: Minor Lethal, Fire (DoT)

Talon Stunning Shot: Minor Lethal, Stun

Talon Entangling Arrow: Immobilize, Slow, negate Flight

Flight

WING RAPTOR AGENT
Boss: Levels 15-30

Powers/Abilities:

Talon Stunning Shot: Minor Lethal, Stun

Talon Blazing Arrow: Minor Lethal, Fire (DoT)

Talon Fistful of Arrows: Moderate Lethal vs. all foes in front of Agent

Talon Entangling Arrow: Immobilize, Slow, negate Flight

Talon Explosive Arrow: Moderate Lethal & Energy, Knockback

Talon Aimed Shot: High Lethal

Talon Flash Arrow: Blind, Accuracy debuff

Talon Rain of Arrows: Moderate Lethal (DoT)

Flight

ZIGURSKY PRISON

The Zigursky Prison, or 'Zig' as it's known on the street, houses the most dangerous criminals in Paragon City. Despite the Zig's advanced security systems, a few hardened criminals occasionally escape. With nothing but time on their hands, these cons stop at nothing to win their freedom.

PRISONERS
Minions: Level 1

HELLION PRISONER, SKULL PRISONER, COUNCIL PRISONER

Powers/Abilities:

Brawl: Moderate Smashing

Rock: Moderate Smashing

Resistance: Resistance

Pipe: Moderate Smashing

Knife: Moderate Lethal

Revolver: High Lethal, short range

GUARD
Minion: Level 1

Working as a private security guard in a 'city of villains' must be a very tough job.

Powers/Abilities:

Revolver: High Lethal, short range

Baton: Moderate Smashing, Stun

Resistance: Resistance

DOWNED POLICE DRONE
Minion: Level 1

The convicts have disabled this police drone, but they haven't yet torn it apart. Time for you to take a crack at it!

Powers/Abilities:

Resistance: Indestructible



BASES

NOTE

This section was contributed by uber-designer David "Zeb" Cook (yes, ***that*** Zeb Cook).

What does every league of super-villains need? A secret headquarters, of course. In *City of Villains* your evil Supergroup can create a customized base. Your base is a shared space for all the members of your Supergroup. It can be whatever you want it to be—a place where you share tales of villainous adventures, plan PvP strategies in your battles against Heroes, gather teammates for Strike Forces, and assemble to raid the bases of your rivals. While building a base is not a simple task, having one strengthens the bond between all your members. Only through combined efforts does your Supergroup's base come into being.

Creating the base that's best for your group requires planning. What kind of Supergroup are you? How large should your base be? What kind of base should you make? Who decides the layout? By thinking about some of these questions in advance your Supergroup will get the best out of base-building and bases.

THE BASICS

Any Supergroup can create its own base. The leader needs to visit the Supergroup Registrar and request a base. Then the Supergroup is given the absolute basic base—one room and an Entrance Portal. After that it is up to the group to use the base editing tools to build the base it wants—and can afford.

To build a base, your group has to pay for space, rooms, and equipment by earning Prestige. In addition, many useful items can only be built by collecting bits of salvage and converting it into useful equipment.



PRESTIGE

Prestige is the "coin" used to pay for bases. It is earned by defeating mobs and completing missions, similar to Infamy.

There are a few rules, though:

1. All the Prestige you earn goes to your Supergroup, not to you. If you quit a Supergroup, you don't take any Prestige with you. What you earned, you earned for the team. If the Supergroup disbands, all the Prestige it earned is lost forever.
2. Prestige cannot be traded. There is no point begging for Prestige since no one can give it to you. To get it, your group has to earn it.
3. You earn Prestige only when you are in Supergroup mode. You have to be willing to show your allegiance to your Supergroup to earn the reputation that Prestige represents.
4. Whether low or high level, members earn approximately the same amount of Prestige per defeat. Now, a higher level character is going to defeat foes faster, but everyone makes contributions equal to their efforts. Don't think you can only have high-level characters in your Supergroup; a good foundation of all levels will generate considerable Prestige.

Furthermore, higher level players have to decide between earning Prestige and earning Infamy. The higher your level, the less Infamy you earn while in Supergroup mode. From Level 35 on, you will earn no





Infamy from mobs while in Supergroup mode. You have to decide between earning Infamy for yourself or changing modes and earning Prestige for your Supergroup.

SALVAGE

When you create a base, only a few simple items are available to you. To build improved and more powerful items requires that you build them using salvage. Salvage is a special reward you earn by defeating lieutenants and bosses. It is not automatic; as with Enhancements you have a chance of earning salvage with every win. And, as with Prestige, you have to be in Supergroup mode to collect it.



Every villain and hero group drops a different selection of salvage—broken weapons, pieces of armor, computer chips. When you have collected the right mix of items, you use your base's workshop to change them into components—tech prototypes, magical foci, and other refined materials. Then you can take those components and use them in recipes to build more powerful base items—better generators, more sophisticated computers, and, of course, even more powerful base defenses.

Some rare and powerful items require unique pieces of salvage that are not available as drops from mobs. These salvage items are obtained by completing missions in the PvP zones. The first time a group member completes one of these missions, the recipe for the item is unlocked and the player is rewarded with the unique salvage piece needed to build that item. After that, other players can complete the mission, collecting the same salvage piece so more copies of the item can be built.

SUPERGROUP BADGES

Many items or the recipes needed to build them are hidden and must be unlocked by the Supergroup before they can be used. These are earned by collecting Supergroup badges. Supergroup badges are earned for many of the same things a player normally does to get a badge—locations visited, Prestige earned, damage taken, etc. However, you have to be in Supergroup mode for the action to count. Because it is a Supergroup badge all the members of the group contribute to the same total.

Supergroup badges belong to the Supergroup, not you as a player. If you quit a group, you'll lose whatever badges the group earned. On the other hand, if you join a group, you automatically gain whatever badges that group has earned.

Supergroup badges don't have fancy titles. Instead, each names the base item it unlocks. This way you can see at a glance what special items your group can build.

USING THE EDITOR

There are no great secrets to the Base Editor. All you need is a base, Prestige, and editing privileges. The last can be set by the Supergroup leader by going to Supergroup/Options/Permissions. There the leader can choose what ranks are allowed to use the Base Editor. Note that the leader can always edit the base.

If your group is tightly focused with a particular base style to be followed, you might want only one or two clever builders using the editor. Simply make sure that only one rank has editing privileges and then promote only the players you want as builders to that rank. On the other hand, if you want members to have lots of participation in base building, you can set the permission to as many ranks as you desire.

When you are in the Entrance Room of your base (except during base raids), a window pops up with three buttons: Upgrade Plot, Place Item, and Edit Base. All three may or may not be active, depending on conditions. Members with editing privileges can use the Upgrade Plot and Edit Base buttons. All members can use the Place Item button—but only when they have built an item in the workshop.

Upgrade Plot allows you to increase the total area available for base building. This is the red grid that all your rooms snap to. The plot also determines the maximum number of rooms you can have in your base. If you are ever not allowed to add a room, be sure to check your room count vs. your current plot size.

Place Item lets you set up anything you have built in the workshop, something all players can do with their salvage. It opens the Base Editor but shows only the items you have built. You can put these anywhere in your base, provided the item matches room type and does not exceed the limit allowed for that room. If a room allows four defenses and has four turrets, you cannot put a fifth turret there.

Edit Base takes you to the full Base Editor. The camera zooms out to give you a bird's-eye view of your base. You can move around normally; the camera will follow you. If you double-click on any square, you are instantly moved to that square. This is a good way to move quickly around your base. Page Down will snap the camera close to you, making it easier to see details in a room.

ROOMS

The Place Room button displays all the rooms you can buy for your base. These are grouped under tabs according to their type. After all, aside from their size, not all rooms are alike. Rooms are organized by function. And the function of the room determines the types of items that can be placed there. The room categories and what items can be placed in them are listed below:

Defense: defenses, decorative
Energy: power, defenses, decorative
Control: control, defenses, decorative
Transportation: teleport, defenses, decorative
Workshop: workshop, defenses, decorative
Medical: medical, defenses, decorative
Decorative: decorative



Room size limits the number of items that can be placed in a room. Generally, small rooms can hold one or two items of their main function (power, control, etc.) and about two defenses. As room size increases, these numbers rise. Rooms with "Secure," "Security," or "Strongpoint" in the name can have more defenses than a normal room of the same size. They also cost more to place.

When you place a room it must be linked to another by a connecting hallway. You cannot place rooms immediately against each other. If a room will not connect where you want, check the wall section. The editor will not let you link a room to a wall where you have things placed.

You can delete any room you have placed by selecting the Delete button; however, you cannot delete a room if it leaves any others unconnected to the Entrance Portal. If this happens you have to either remove the isolated rooms first or build another connection to them. When you delete a room, its Prestige cost is returned to your treasury. This way you can experiment with room layouts without risking any of your group's hard-earned funds.

When you select a room, the window on the right shows the current height of the ceiling and floor of the selected square. Both have three heights and can be changed by clicking on a different level in the window.

You can also make a block that fills the entire space by selecting the central section. There are two limits to this. You cannot completely close off a section of a room if the sealed portion contains an item that must be accessible. These include dimensional anchors, Items of Power (and their bases), generators, computers, and any other item that is important for base function. Second, you cannot block off the only doorway to a room.

ITEMS

Once you've got a few rooms down, it's time to place items. As noted before, what you can place is determined by the room. The items are organized into categories. Each category is a tab that appears when you choose Place Items.

Functional items—turrets, traps, computers, scrying tables, teleporters, and more—can be improved by auxiliaries. These are items that reduce energy or control costs, increase damage, improve accuracy, increase healing, and more. Each room type has a specific number and type of auxiliaries





that can be used there. The auxiliary affects the closest item, and the link is indicated when you place it.

Target spots are a special type of auxiliary used with turrets. A target spot tells the associated turret to fire on any target that enters the spot. This allows you to focus your defenses on specific locations—doorways and hallways where raiders enter or on your Item of Power.

As with rooms, you can sell back any item you place for its full Prestige cost. *But*—if you sell back an item you built, you lose all the salvage used to build it.

BASE-BUILDING TIPS

Building a base seems deceptively simple. When you create a Supergroup, the Registrar offers to give you a base. Say yes and you have a base.

DON'T DO IT! IT'S A TRAP

Brand-new Supergroups are small and have limited resources. As soon as you start a base, even if you never add another piece to it, your group has to pay upkeep. Those payments come out of the Prestige you are earning to build your base.

Instead, let your Supergroup be homeless while it works to collect Prestige.

The smart thing to do when you create a Supergroup is to offer membership to as many of your friends as possible. Play in Supergroup mode 100 percent of the time, especially for those below Level 25, to maximize Prestige and Infamy earned. Build up a stockpile of Prestige (and salvage items). Now you are ready to build a base.

NOT ALL SUPERGROUPS ARE THE SAME

Not so fast! Building a base without considering your group leads to costly remodeling down the line. A base not suited to the needs of the members can even force the Supergroup to disband as players leave to find homes more appropriate to their goals. To keep that from happening to you, consider the following questions before starting your base.

- Is your group small or does it have a lot of alts in it?
- Does your group belong to a coalition of several Supergroups (one of high-level characters, one for alts, one for active characters, etc.)?
- Does your group have a theme (common origin, Archetype, etc.)?
- Does your group want to take part in base raiding or are you a PvE-only group?

SIZE

A small Supergroup should plan to build a small base. It's just not possible to have all the bells and whistles when you don't have enough members to generate the Prestige needed to pay for those things. However, this rule also applies to large groups when most of the members are alts of just a few players. Remember that each player only plays one character at a time (generally), so you still earn only as much prestige as a small group.

For these groups, concentrate on getting your important rooms and items built first. Everything you add increases the upkeep cost, gradually making it harder to save for more rooms and features since more of your Prestige is used to pay the rent.

COALITIONS

Sometimes Supergroups band together using the Coalition feature to form a mega-Supergroup. The coalition may include one group for rarely played alts, another for "retired" Level 50 characters, another for currently active characters, etc. This is a good time to consider each group's base as providing a different function for coalition. The active group builds a raiding base; the alt base is used for secondary purposes; and the "retired" group creates a low-upkeep base for chilling and socializing.

THEME

Part of the fun of designing a base is to create one to a specific theme. The styles and items provide a starting place for your base's look, but there is no limit. You can combine styles for different levels of the floor, walls, and ceiling. There are different shapes for floor and ceiling trim. The Lighting tab (found on the left window) lets you adjust the color and intensity of the lights at the floor, mid-, and ceiling levels. Add decorative items and you can create a look that matches your group's evil intentions.

PVP VS. PVE

By far the biggest factor in base building is whether anyone is going to raid your base or not. This answer



affects everything from the layout of rooms to what goes in them. If you expect attackers then everything about your base needs be built with that in mind.

For PvE Supergroups, the task is much easier. Many base items are only useful if the base is raided—turrets, traps, and fields especially. If you are never attacked there is no need to buy these. You can save your Prestige for those items your group wants—teleporters and medical bays. The rest you can use for more rooms, furniture, and all the other fixtures to make your home comfortable.

For PvP defense, you need to be concerned about everything. The number of rooms, how they are arranged, protecting your vital equipment and Items of Power—all of these decisions shape your base.

PvP Layout

For PvP play you need to worry about the number and arrangement of rooms in the base. Too few rooms and the attackers can easily get to key points besides your Item of Power. Your generator, control center, and hospital are all vital. If the first two are destroyed your defenses are immediately offline, while losing your hospital makes it harder for defenders to get back in the battle. Too many rooms and your defenders will be spread too thin. Base raiders enter your base by teleporting into the hallways between rooms. The more rooms you have, the more hallways connecting them. That means there are more entry points for attackers and the more places you have to defend.

There is no magic number. Ideally you want your power room, control center, and vault down different dead ends. The central room where each branch meets should have ample defenses. Raise walls to create paths to control the flow of attackers. You have the advantage since you know your base's layout.

Defenses

It's not enough to just place defenses in your base. You need to plan where they go and how they are used. Your first priority should be your Item of Power. Since all the enemy has to do is touch it for you to lose the raid, make that as hard as possible. The AoE of a pain field will keep your opponents from completing the task. Protect that with a force field and their job becomes that much harder. For softer targets like generators, use energy fields to harden them. More importantly, build reserves. Don't trust all your power needs to a single generator.

If you have a large central room, a stealth field is a good investment. It can neutralize the stalker advantage, giving you a chance to take your attackers out at their weakest. If you have blocked off most of the room to create a single path, place Tesla Cages and Slow traps to snare attackers. If you trick them into thinking it is a hallway, they may not be expecting the traps you have laid for them.

For those potential entry points, place defense turrets nearby. Chill Cannons can immobilize a raiding party as soon as they enter. For a large base this buys time to get a team there. For a small base, held targets are always the best.

Finances

Finally, no matter whether you are building a PvE or a PvP base, always keep some Prestige in reserve; 10 percent of your initial budget is a good number. You need to pay upkeep on your new base. Plus, you never know when your group might unlock a new defense, teleport, or other device!

Base Raiding

Base raiding lets Supergroups engage in large-scale PvP battles. These can be for fun, as in the case of Instant Base Raids, or for the prize of capturing an Item of Power. Whatever the goal, base raiding is optional. Before you can be raided (or raid anyone), you need to have your base set up properly.

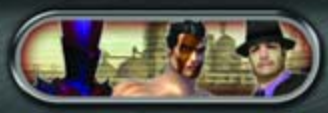
You must have an Item of Power installed in your base before it can be raided. It doesn't matter where it came from—Supergroup trial or successful raid. What matters is that you have one in your base. Once you do, you are an eligible target for base raiding.

If you don't have an Item of Power but want to raid another base, then you need a vault room, six dimensional anchors, and a raid teleporter in your base. You need the first two to hold the Item of Power you are going to win and the teleporter to get your attackers into the base. You probably also want a reclaimator so defeated raiders can get back into the battle quickly.

Once you have these things you're ready to start. If your Supergroup is new to raiding, start with some Instant Base Raids first. Find a friendly Supergroup (one willing to let you practice) and challenge it. Take turns being the attacker and defender. Use these raids to work out the best teams, determine the raid size that works for your group, and hone your skills. When you are done you'll be ready to challenge for the real thing.

In a real base raid, the challenger has advantages and disadvantages. Your biggest advantage is knowing what raid size works best for your group. Your biggest weakness is not knowing who you are raiding. You will be facing unknown opponents in a





strange base. Fast thinking and improvising are vital skills for a good base raider.

RAIDING TIPS

Here are a few suggestions to help you win base raids (as attacker or defender)!

Break Free is your friend. Break Free can make the difference between successful attack and face plant. For raiders it is a good idea to use one before stepping through the raid teleporter. This way you're better protected if there is a Chill Cannon or trap waiting for you at the other end.

Protect Your Masterminds. Masterminds need to get their henchmen up as soon as they enter. This means other team members should be ready to protect the masterminds until their henchmen are in place. Don't go running off until your team is ready!

Stay. Sit! Defenders, since they know an attack is coming, can use mastermind henchmen to cover the entrance points. Station one or more henchmen in each hall section. Masterminds can watch their henchmen display for clues as to where the enemy has entered. If a henchman is taking damage, the enemy is there!

Cannon Fodder. Mastermind henchmen are also good for finding traps. Send them through any passage first and they should activate any traps. Since traps have recycle times you should be able to get your teammates through unharmed—if you are fast enough.

MASH Units. Base hospitals are great but they have limits. Defenders can find their medical bay overrun by raiders or just outright destroyed. For attackers it can be a long run from their base hospital back into the defending base. In both cases, having a MASH unit is a handy thing. Station a player with rez ability and Recall Friend power at a secure location in the defender base. Make it that person's job to watch the health of teammates, pulling them out of battle for heals and rezzes when things get rough.

Get Those Pylons! Defenders, if you see an opposing player drop to one knee and start fiddling in a room that does not have a disruptor pylon, attack! Odds are the player is trying to use the Disruptor Pylon power. Attackers have only limited charges for this power, so if you can keep them from completing the task you can close off this path to victory!

Boot Them All! After the first 15 minutes of play, defenders will win if they can clear the base of all attackers at the same time. This means making a coordinated effort to drop all attackers at once or as close to it as possible, forcing them out of the base. For attackers, that means making sure you always have at least a few players safely away from the main group.

Super Speed and Stealth. A fast-moving stalker makes a great scout—especially one with Recall Friend. The stalker can zip through a base to find key targets and then teleport in the rest of the attacking team. Of course, it's necessary to watch out for traps and stealth suppression!

If You Can't Beat Them, Break Them! Don't overlook the power of destruction. If the defenders are keeping you from the win, it's time to go after other key targets. Taking out generators, control devices, and medical items not only will make your battle easier, but attacking these may distract the defenders long enough for you to gain victory.

BASE RENT

Supergroups pay rent in Prestige every two weeks after they build their base. The rent is not based upon the size of the base, but rather the Prestige amount the group currently has. This amount is calculated by adding the Supergroup's current Prestige and the value of the base's Prestige (its plot, room, and item costs). So even if a Supergroup has a large Prestige reservoir and only a small base, it'll pay the same amount in rent as if it had invested that Prestige into the base.

The base costs are reflected as a percentage of the Supergroup's total Prestige.

For example: The Villain group "The Competition" has a base with a value of 10,000,000 Prestige and a Prestige amount of another 500,000. This means it will pay 1.9% or 199,500 Prestige.

BASE RENT

TAX RATE	TOTAL PRESTIGE AMOUNT
1.0%	1,000,000
1.1%	1,250,000
1.1%	1,562,500
1.2%	1,953,125
1.3%	2,441,406
1.3%	3,051,758
1.4%	3,814,697
1.5%	4,768,372
1.6%	5,960,464
1.7%	7,450,581
1.8%	9,313,226
1.9%	11,641,532
2.0%	14,551,915
2.1%	18,189,894
2.3%	22,737,368
2.4%	28,421,709
2.5%	35,527,137
2.7%	44,408,921
2.9%	55,511,151
3.0%	69,388,939
3.2%	86,736,174
3.4%	108,420,217
3.6%	135,525,272
3.8%	169,406,589



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APPENDIX

ACCOLADES

BADGE NAME	CRITERIA	NOTES	REWARD
Thorn Robber	Complete the CoV Respec Trial one time/ Use your first earned Respec	—	—
Thorn Thief	Complete the CoV Respec Trial twice/ Use your second earned Respec	—	—
Thorn Usurper	Complete the CoV Respec Trial three times/ Use your third earned Respec	—	—
Passport	To be given when a character executes a Server Transfer	This is currently only available to characters on the European servers who transferred from the U.S. servers.	—
Jet Setter	Received when logging in during the 2005 Holiday Event	Only available during the Holiday 2005 event	—
Scrooge	Complete the 2005 Holiday Event mission	You are granted a free session at the tailor and a Holiday Hat	—
Toy Collector	Open 200 presents	Only available during the Holiday 2005 event	—
Chosen One	Given to characters who installed the DVD Edition of CoH	—	—
Bloodletter	Unlock Captain Mako as your Patron	—	—
Born in Battle	Earn the Nigh Indestructible, Soul Taker, Lanista, Raider, Swashbuckler, Primal Instinct, Pirate, Triumphant badges	—	+5% Endurance, +5% Hit Points
Demonic	Earn the SoulTaker, Coldblooded, Lorekeeper, Forged by Hellfire, Overlord badges	— —	Leaves you resistent to all damage types for a short amount of time
Headline Stealer	Earn the Media Junkie, Electrician, Surging, Strike Buster, Crooked Politician, Master of the Airwaves, Crimelord badges	—	Stolen Immobilizer Ray
Heart of Darkness	Received when logging in during the Valentine's 2006 event	Only available during the Valentine's 2006 event	Unlocks the toga costume option
High Pain Threshold	Earn the Deathless, Bad Luck, Gangbuster, Spider Smasher, Locked and Loaded, Freak of Nature, Technofreak badges	—	+10% Hit Points
Marshall	Earn the Paragon of Vice, Annihilator, The Mongoose, The Next Big Thing, Weapon of Mass Destruction, and Arachnos Rising badges	—	+5% Endurance
Megalomaniac	Earn the Crystal Keeper, Strikebreaker, Man in Black, Last Stand, Triumphant badges	—	Doubles duration of Disorient, Hold, Immobilize, Fear, Confuse, and Sleep powers. It's a Toggle that lasts for 1 minute and is only usable once every 25 minutes
Mirage	Unlock Scirocco as your Patron	—	—
Reveler	Log in character during April 2006 for the 2 year anniversary of City of Heroes	Only available during the April 2006 2 year anniversary	—
Spider's Kiss	Unlock Ghost Widow as your Patron	—	—
The Stinger	Unlock Black Scorpion as your Patron	—	—





ACCOMPLISHMENT

BADGE NAME	CRITERIA	NOTES
Member of the Scorpion Clan	Complete the Silver Mantis Strike Force	—
Binder of the Beasts	Complete the Batzul Strike Force	—
Air Pirate	Complete the Sky Raider Strike Force	—
Leviathan	Complete the Water Temple Strike Force	—
Crystal Keeper	Complete the Crystal of Serafina Strike Force	—
Plague Carrier	Do what the radio says to keep the Outbreak going in Paragon City	—
Mask Maker	Steal the secrets of the FaceMaker for Dr. Percey	—
Stone Cold	Take out the traitor to the Vendetti family	—
Bone Collector	Recover the Loa Bone wand for Mr. Bocor	—
Paragon of Vice	Clear out an Arachnos Base in Paragon City	—
Seaweed	Find and kidnap the lover of the hero known as the Sea Witch to force a final confrontation with her	—
Strikebreaker	Breakup the dockworker's strike	—
Slag Reaper	Take out the Slag Golems and steal the living coral within them	—
Agent of Discord	Take down a rival agent belonging to a different faction of Arachnos	—
Soul Taker	Capture the soul of the renegade Circle of Thorns mage known as Akarist	—
Bad Luck	Recover a mystical amulet designed to jinx everyone around the wearer	—
Exterminator	Clearout a nest of Rikti out of the sewers beneath Nerva Archipelago	—
Skip Tracer	Help Basse shake down a Tank Freak for the gambling debts he owes.	—
Portal Hopper	Help Grant Naylor by crippling Longbow's Portal sensors	—
Strawweight Champion	Win a Strawweight Tournament	—
Flyweight Champion	Win a Flyweight Tournament	—
Bantamweight Champion	Win a Bantamweight Tournament	—
Featherweight Champion	Win a Featherweight Tournament	—
Lightweight Champion	Win a Lightweight Tournament	—
Welterweight Champion	Win a Welterweight Tournament	—
Middleweight Champion	Win a Middleweight Tournament	—
Cruiserweight Champion	Win a Cruiserweight Tournament	—
Heavyweight Champion	Win a Heavyweight Tournament	—
Super Heavyweight Champion	Win a Super Heavyweight Tournament	—
Archvillain	Defeat Lord Recluse in Strike Force	—
Blackguard	Earn the Oppressor, Destroyer, Dead-eye, Interrogator, Breakneck, Uppercut badges	—
Breakneck	Defeat Synapse in Recluse's Victory, and be a villain	—
Dead-eye	Defeat Manticore in Recluse's Victory, and be a villain	—
Destroyer	Defeat Positron in Recluse's Victory, and be a villain	—



ACCOMPLISHMENT CONT.

BADGE NAME	CRITERIA	NOTES
Destroyer	Defeat Positron in Recluse's Victory, and be a villain	—
Dreamkiller	Complete Barracuda's Task Force	—
Efficiency Expert	Successfully complete all of Pither's timed pool missions as the mission owner	—
Heat Seeker	Defeat the Arachnos Flier in Grandville	—
Interrogator	Defeat Sister Psyche in Recluse's Victory, and be a villain	—
Mage Hunter	Defeat Selestar for Zuhkara	—
Media Junkie	Destroy a shipment of TVs	—
Oppressor	Defeat Statesman in Recluse's Victory, and be a villain.	—
Party Crasher	Invade a Freakshow Rave and get a sample of metal alloy for Dr. Forrester	—
Servant of Recluse	Complete the Lord Recluse Task Force	—
Somewhere in Time	Take over 100 Pillboxes in Recluse's Victory	—
Taskmaster	Complete Ghost Widow's Task Force	—
Temporal Agent	Control 10 Heavies in Recluse's Victory	—
Temporal Soldier	Control 250 Heavies in Recluse's Victory	—
Temporal Spy	Control 50 Heavies in Recluse's Victory	—
Time Bandit	Take over 1000 Pillboxes in Recluse's Victory	—
Time Machinist	Take over 10 Pillboxes in Recluse's Victory	—
Uppercut	Defeat Back Alley Brawler in Recluse's Victory, and be a villain	—
Usurper	Defeat Statesman in Strike Force	—

ACHIEVEMENTS

BADGE NAME	CRITERIA	NOTES	REWARDS
Reinforcement	Defeat 20 players in PvP	—	—
Agent Provocateur	Destroy the equipment and defeat all the agents in a hidden Longbow base in Bloody Bay OR Steal the secret compound and defeat all the agents in a hidden Longbow base in Bloody Bay	—	—
Irradiated	Spend 5 hours in Bloody Bay	—	—
Electrician	Defeat 200 Cap au Diable demons	—	
Eradicator	Defend successfully in a Base Raid	—	—
Fort Knox	Defeat 200 Goldbrikers	—	—
Gangbuster	Defeat 200 CoV Family Bosses	—	—
Spectral	Trap 100 Cap au Diable ghosts	—	—
Pirate	Trap 50 Cap au Diable Ghosts	—	—
Grand Lanista	Win 10 Gladiator Matches	—	—
Gunner	Take over a firebase in Bloody Bay	—	—
Hammerhead	Defeat 100 Scrapyarders from the Ghost of Scrapyard Zone Event	—	—
Disruptor	Achieve a PvP Reputation of 200	—	—
Lanista	Participate in one Gladiator Match	—	—
Forward Observer	Achieve a PvP Reputation of 400	—	—
Man in Black	Defeat 200 Shivans	—	—
Master Thief	Successfully steal an Item of Power during a Base Raid	—	—
Most Wanted	Patrol Bloody Bay for Arachnos	—	—
Rocketman	Launch the Warburg Rocket 10 times	—	—





ACHIEVEMENTS CONT.

BADGE NAME	CRITERIA	NOTES	REWARDS
Hammer Down	Defeat the Ghost of Scrapyard (Scrapyarder's Giant Monster)	—	—
Raider	Spend 5 hours in Siren's Call	—	—
Spider Smasher	Defeat 200 Arachnos Wolf Spiders	—	—
Strike Buster	Defeat 200 Scrapyarders	—	—
The Mongoose	Defeat 50 Snakes	—	—
Coldhearted	Defeat 200 Cold Demons (Circle of Thorns)	—	—
HellBane	Defeat Caleb (CoT Giant Monster)	—	—
Villain	Defeat 1000 Freedom Corp members	—	—
Wanted	Set bombs and defeat all the agents in a hidden Longbow base in Bloody Bay OR Interrogate officer and defeat all the agents in a hidden Longbow base in Bloody Bay	—	—
Web Master	Spend 5 hours in Warburg	—	—
Weed Whacker	Defeat 50 CoV CoT Bosses	—	—
Analyzer Base Defense	Supergroup takes 20,000,000 points of damage in SG mode	—	—
Gas Trap Base Defense	Supergroup is slept or held for 30 hours total	—	—
Improved Energy Turret	Supergroup attempts the Cathedral of Pain mission 20 times	—	—
Improved Igniter	Supergroup defeats 4000 Longbow Flamethrower troopers, while in SG mode.	—	—
Repulsor Base Defense	Supergroup removes 1,000,000 debt in SG mode	—	—
Benedict DR Turret Plans	Supergroup does 200 Circle of Thorns missions, collectively	—	—
Benedict DR-3 Turret Plans	Supergroup earns 10,000,000 Prestige	—	—
Benedict DR-2 Turret Plans	Supergroup earns 1,000,000 Prestige	—	—
SG Mission Computer	Supergroup members have had Lackeys for 5 total hours, in SG mode	—	—
Autonomous Expert System Plans	Supergroup deals 50,000,000 damage in SG mode	—	—
Advanced Holodisplay Plans	Supergroup wins 10 raids	—	—
Emergency Capacitor Plans	Supergroup removes 2,000,000 debt in SG mode	—	—
Fusion Generator Plans	Supergroup spends 50 hours total in PvP Zones (In SG mode)	—	—
Auto-Doc Plans	Supergroup heals 5,000,000 damage in SG mode	—	—
Robo-Surgery Plans	Supergroup heals 25,000,000 damage in SG mode	—	—
Combat Log Plans	Supergroup heals 100,000,000 damage in SG mode	—	—
Cold Warrior	Defeat 100 Winter Horde (Winter Event) creatures	Only available during the 2004 Winter Special Event and the 2005 Holiday Event	
Visitor	Get 10 Badges	—	—
Native	Get 25 Badges	—	—
Obsessed	Get 50 Badges	—	—
Pathfinder	Get 100 Badges	—	—
Stoic	Take 100,000 points of damage	—	—



ACHIEVEMENTS CONT.

BADGE NAME	CRITERIA	NOTES	REWARDS
Hard Case	Take 500,000 points of damage	—	—
Ironman	Take 1,000,000 points of damage	—	—
Unbreakable	Take 10,000,000 points of damage	—	—
Punch Drunk	Work off 100,000 debt	—	—
Unbroken	Work off 400,000 debt	—	—
Relentless	Work off 800,000 debt	—	—
Fixer	Heal 250,000 damage	—	—
Doc	Heal 1,000,000 damage	—	—
Mad Scientist	Heal 2,000,000 damage	—	—
Slacker	Be Slept or Stunned for 30 minutes total	—	—
Sleepy	Be Slept or Stunned for 2 hours total	—	—
Dazed and Confused	Be Slept or Stunned for 10 hours total	—	—
Bling	Earn 1,000,000 Infamy	—	—
Mr. Big	Earn 10,000,000 Infamy	—	—
Midas Touch	Earn 20,000,000 Infamy	—	—
Soldier	Make it to level 10	—	—
Insider	Make it to level 20	—	—
Wiseguy	Make it to level 30	—	—
Captain	Make it to level 40	—	—
Comrade	Lackey someone for 8 hours	—	—
Made	Make it to level 50	—	—
Drill Instructor	Lackey someone for 40 hours	—	—
Svengali	Lackey someone for 100 hours	—	—
Banisher	Defeat 200 Banished Pantheon "Spirit of"s	—	—
Tank Buster	Defeat 100 Freakshow Bosses	—	—
Bonecrusher	Defeat 50 Skull Bosses	—	—
Kill Skulls	Defeat 500 Skulls	—	—
Hellspawned	Defeat 50 Hellion Bosses	—	—
Privateer	Defeat 100 Sky Raider Skiffs	—	—
Devourer	Defeat 500 Devouring Earth Emanators	—	—
The Silver Bullet	Defeat 200 Council Warwolves	—	—
The Slayer	Defeat 200 Council Vampyri	—	—
Soul Binder	Defeat 200 CoT Bosses	—	—
Tracer	Defeat 200 Tsoo Sorcerers	—	—
Untouchable	Defeat 100 Family Bosses	—	—
Nigh Indestructible	Take 100,000,000 points of damage	—	—
Invulnerable	Take 500,000,000 points of damage	—	—
Immortal	Take 1,000,000,000 points of damage	—	—
Deathless	Work off 1,200,000 debt	—	—
Undying	Work off 2,000,000 debt	—	—
Exalted	Work off 10,000,000 debt	—	—
Medical Specialist	Heal 10,000,000 damage	—	—





ACHIEVEMENTS CONT.

BADGE NAME	CRITERIA	NOTES	REWARDS
Medicine Man	Heal 50,000,000 damage	—	—
Empath	Heal 1,000,000,000 damage	—	—
Confined	Be Held or Slept for 20 hours	—	—
Caged	Be Held or Slept for 40 hours	—	—
Jailed	Be Held or Slept for 80 hours	—	—
Trendsetter	Earn 100,000,000 infamy	—	—
Popular	Earn 1,000,000,000 infamy	—	—
Trillionaire	Earn 2,000,000,000 infamy	—	—
Role Model	Lackey someone for 20 hours	—	—
Epitome	Lackey someone for 40 hours	—	—
Paradigm	Lackey someone for 80 hours	—	—
Trailblazer	Earn 200 badges	—	—
Mega Monitor Plans	Supergroup has 5 Supergroup badges	—	—
Beautiful	Complete the two mission story arc for the Valentine's 2006 event	Only available during the Valentine's 2006 event	Nectar temp power
Firebug	Set 5 buildings on fire during Mayhem Missions	—	—
Force of Nature	Earn the Fire Bug, Impounder, Vandal, Safe Cracker, Hero Slayer, Outlaw and Bow Breaker badges	—	—
Goon Squad	Defeat 333 Consortium Guards	—	—
Hero Slayer	Defeat 25 generic or signature heroes during Mayhem Missions	—	—
Impounder	Destroy 200 cars or trucks during Mayhem Missions	—	—
Invader	Earn the Global Threat, King Maker, Road Raged, Steel Worker, Tyrannical, Talon of Talos, Brickhouse, Anarchist, and Gate Crasher badges	—	—
Outlaw	Defeat 1000 Paragon Police Dept during Mayhem Missions	—	—
Safe Cracker	Blow open 10 vault doors during Mayhem Missions	—	—
Time Traveller	Spend 5 hours in Recluses' Victory	—	—
Toothbreaker	Complete the mission for DJ Zero 5 times	Only available during the Valentine's 2006 event	—
Vandal	Destroy 25 mailboxes, 25 newspaper vending machines, 25 phones and 25 fire hydrants during Mayhem Missions	—	—
Venomous	Defeat 200 Arachnos Toxic Tarantula Bosses	—	—



ATLAS PARK—MAYHEM MISSION

BADGE NAME	TYPE	COORDINATES	NOTES
Global Threat	Exploration	1542.9 0.0 660.7	—

BLOODY BAY

BADGE NAME	TYPE	COORDINATES	NOTES
Crooked Politician	Exploration	2285.10 129.82 -820.8	—
All Consuming	Exploration	-1197.45 0.00 -713.10	—
Imploding	Exploration	1907.92 128.50 1334.46	—
Ghoulish	Exploration	115.22 65.00 359.72	—
Swashbuckler	History	623.50 0.00 -150.83	Plaque 1 of 4

BREAKOUT

BADGE NAME	TYPE	COORDINATES	NOTES
Jail Bird	Exploration	-2324.12 -160.00 963.79	—

BRICKSTOWN

BADGE NAME	TYPE	COORDINATES	NOTES
Brickhouse	Exploration	-159.4 0.0 -146.5	—

CAP AU DIABLE

BADGE NAME	TYPE	COORDINATES	NOTES
Sparky	Exploration	-2432.50 294.00 -1247.50	—
Media Junky	Exploration	-891.81 248.00 -1459.27	—
Egghead	Exploration	958.51 101.82 -1439.52	—
Lorekeeper	History	-1702.74 0.00 -1108.59	Plaque 4 of 4
Steamed	Exploration	-2411.22 224.00 -466.51	—
Sweet Tooth	Exploration	-456.10 -0.50 -2159.17	—
Technofreak	History	-2427.41 224.00 -932.17	Plaque 1 of 3
Technofreak	History	2344.04 3.00 1536.89	Plaque 2 of 3
Technofreak	History	914.52 21.50 -1422.04	Plaque 3 of 3

FOUNDER'S FALL—MAYHEM MISSION

BADGE NAME	TYPE	COORDINATES	NOTES
Anarchist	Exploration	3823.5 0.0 2698.2	—





GRANDVILLE

BADGE NAME	TYPE	COORDINATES	NOTES
Guttersnipe	Exploration	2861.5 -475.7 2311.5	—
Master of the Airwaves	Exploration	2726.5 734.0 1044.5	—
Overlord	Exploration	1357.5 -441.0 -596.5	—
Sewer Dweller	Exploration	2681.5 -443.6 -729.5	—
Arachnos Rising	History	1726.9 -459.0 1515.4	Plaque 4 of 5
Arachnos Rising	History	2764.7 -339.9 794.2	Plaque 5 of 5

INDEPENDENCE PORT—MAYHEM MISSION

BADGE NAME	TYPE	COORDINATES	NOTES
Tyrannical	Exploration	-1210.6 -22.3 -2710.7	—

KING'S ROW—MAYHEM MISSION

BADGE NAME	TYPE	COORDINATES	NOTES
King Maker	Exploration	-243.9 -42.0 -2517.5	—

MERCY ISLAND

BADGE NAME	TYPE	COORDINATES	NOTES
Cesspool	Exploration	-321.05 67.40 -2660.25	—
Snake Charmer	Exploration	-388.50 93.68 -1785.25	—
Chum	Exploration	-4047.37 4.79 -1862.69	—
Fortified	Exploration	-2480.49 312.00 -437.29	—
Lorekeeper	History	-920.94 96.93 -377.75	Plaque 3 of 4
The Next Big Thing	Exploration	-1194.31 242.80 -139.33	—
Widower	Exploration	-3877.16 405.04 361.98	—

NERVA ARCHIPELAGO

BADGE NAME	TYPE	COORDINATES	NOTES
Watcher on the Knoll	Exploration	-93.86 88.55 5432.49	—
Locked and Loaded	Exploration	3293.24 125.98 3651.74	—
Nerva Wreck	Exploration	1391.29 10.47 2879.46	—
Primal Instinct	Exploration	2308.87 -109.63 803.93	—
Swashbuckler	History	3812.64 14.50 7742.96	Plaque 2 of 4
Tree Hugger	Exploration	-167.48 12.00 -190.19	—

PEREGRINE ISLAND—MAYHEM MISSION

BADGE NAME	TYPE	COORDINATES	NOTES
Gate Crasher	Exploration	-1149.6 -0.5 -3073.4	—



PORT OAKES

BADGE NAME	TYPE	COORDINATES	NOTES
Scurvy Dog	Exploration	-2833.19 88.20 1203.73	—
Washed Up	Exploration	-3888.16 13.71 -1363.28	—
Powder Monkey	Exploration	-3731.66 236.72 -1129.17	—
Driller	Exploration	1045.85 12.31 1973.59	—
Lorekeeper	History	-1544.09 35.01 1947.15	Plaque 1 of 4
Swashbuckler	History	-3111.59 206.61 -1548.66	Plaque 4 of 4

RECLUSE'S VICTORY

BADGE NAME	TYPE	COORDINATES	NOTES
Dark Victory	Exploration	1032.2 42.0 -1419.1	—
Globetrotter	Exploration	128.1 15.9 -242.8	—
Last Stand	Exploration	1078.6 0.1 -133.7	—
Raganarok	Exploration	-848.4 -15.9 -353.3	—

SHARKHEAD

BADGE NAME	TYPE	COORDINATES	NOTES
Arachnos Rising	History	759.57 32.00 -385.94	Plaque 3 of 3
Lorekeeper	History	-836.36 9.94 -417.02	Plaque 2 of 4
Razor Toothed	Exploration	463.59 -14.21 1655.72	—
Forged by Hellfire	Exploration	1973.71 64.00 -184.21	—
Freak of Nature	Exploration	1231.02 91.17 -2178.98	—
Pit Viper	Exploration	147.75 -377.23 1501.68	—

SIREN'S CALL

BADGE NAME	TYPE	COORDINATES	NOTES
Hangman	Exploration	-1195.71 -167.18 1139.32	—
Politician	Exploration	958.21 0.00 -658.14	—
Broad Shoulders	Exploration	357.39 -63.87 -248.62	—
Piratical	Exploration	-869.16 -144.00 1637.80	—
Swashbuckler	History	-949.96 -143.37 221.59	Plaque 3 of 4

SKYWAY CITY—MAYHEM MISSION

BADGE NAME	TYPE	COORDINATES	NOTES
Road Raged	Exploration	-641.7 -42.0 -4032.1	—





ST. MARTIAL

BADGE NAME	TYPE	COORDINATES	NOTES
Deuces Wild	Exploration	-3328.54 -30.19 -446.48	—
Crimelord	Exploration	-893.01 8.69 -1501.50	—
Stonekeeper	Exploration	-2569.61 119.50 2995.64	—
Camel Snot	Exploration	-1884.37 595.47 2038.51	—
Arachnos Rising	History	459.91 34.16 1219.93	Plaque 2 of 3

STEEL CANYON—MAYHEM MISSION

BADGE NAME	TYPE	COORDINATES	NOTES
Steel Worker	Exploration	-4602.5 0.0 1494.2	—

TALOS ISLAND—MAYHEM MISSION

BADGE NAME	TYPE	COORDINATES	NOTES
Talon of Talos	Exploration	-1435.2 160.0 6875.5	—

WARBURG

BADGE NAME	TYPE	COORDINATES	NOTES
Weapon of Mass Destruction	Exploration	-768.09 144.27 -0.72	—
Tunnel Rat	Exploration	-1248.73 8.32 146.53	—
Triumphant	Exploration	222.92 272.81 31.86	—
Arachnos Rising	History	-1039.35 99.50 -814.91	Plaque 1 of 3

SUPER GROUP BEACON BADGES

BADGE NAME	CRITERIA	NOTES
Mercy Isle Beacon	Supergroup visits all the Mercy Isle Tourism Badge locations in SG mode	—
Port Oakes Beacon	Supergroup visits all the Port Oakes Tourism Badge locations in SG mode	—
Cap au Diable Beacon	Supergroup visits all the Cap au Diable Tourism Badge locations in SG mode	—
Sharkhead Beacon	Supergroup visits all the Sharkhead Tourism Badge locations in SG mode	—
St. Martial Beacon	Supergroup visits all the St. Martial Tourism Badge locations in SG mode	—
Nerva Beacon	Supergroup visits all the Nerva Archipelago Tourism Badge locations in SG mode	—

GLADIATOR

BADGE NAME	CRITERIA	REWARD	NOTES
Arachnobot	Earn the Agent of Discord badge	Arachnobot	—
Button Man Gunner	Become level 20	Button Man Gunner	—
Mook Capo	Earn the Stone Cold badge	Mook/Marcone Capo	—
Cobra	Earn the Snake Charmer badge	Cobra	—
Coralax Blue Hybrid	Defeat 100 Coralax Lieutenants and Bosses	Coralax Blue	—
Tellus Legacy of Earth	Earn the Member of Scorpion Clan badge	Legacy of Earth Boss	—
Fire Thorn Caster	Become level 30	FireThorn Caster	—
Fortunata Seer	Defeat 100 Arachnos Fortunatas	Fortunata Seer	—



GLADIATOR CONT.

BADGE NAME	CRITERIA	REWARD	NOTES
Fungoid	Earn the Devourer of Earth badge	Fungoid	—
Gremlin	Earn the Electrician badge	Gremlin	—
Hellfrost	Earn the Coldhearted badge	Hellstrike	—
Serpent Red Ink Man	Defeat 100 Red Ink Men	Tsoo Inkman Minion	—
Juicer Sniper	Earn the Watcher on the Knoll badge	Juicer Sniper	—
Hordeling Lasher	Defeat 100 CoT Lashers, Hurlers, or Berserkers	Hordeling Lasher	—
Kaolin Legacy of Earth	Earn 25 badges	Legacy of Earth minion	—
Ember Legacy of Flame	Defeat 200 Legacy Chain Steel Minion, Light Minion, or Flame Minions	Legacy of Flame minion	—
Lucent Legacy of Light	Defeat 200 Legacy Chain Lieutenants	Legacy of Light Lt.	—
Longbow Warden 2	Earn the Disruptor badge	Longbow Defense Warden	—
Longbow Rifleman	Earn the Locked and Loaded badge	Longbow Rifleman	—
Longbow Warden 1	Earn the Politician badge	Longbow Scrap Warden	—
Mook	Earn the Washed Up badge	Mook/Marcone	—
Mu Guardian	Defeat 100 Mu	Mu Guardian	—
Nebula Elite Buckshot	Become level 10	Nebula Elite Buckshot	—
Night Widow	Earn the Wiseguy badge	Night Widow	—
Longbow Nullifier	Earn the Lanista badge	Longbow Nullifier	—
Omega Wolf	Earn the Silver Bullet badge	Omega Wolf	—
Night Haunt	Earn the Pirate badge	Night Haunt	—
Crey Power Tank	Defeat 100 Crey Tanks	Crey Power Tank	—
Raider Engineer	Defeat 100 Sky Raider generators	Raider Engineer	—
Red Hand	Earn the Spectral badge	Red Hands	—
Shivan Destroyer	Earn the Irradiated badge	Shivian Destroyer	—
Slag Pile	Earn the Slag Reaper badge	Slag Pile	—
Swift Steel	Defeat 300 Tsoo Ancestor Spirits	Swift Steel	—
Wolf Spider Tac Ops	Earn the Insider badge	Wolf Spider Tac-Op	—
Tank Smasher	Earn the Tank Buster badge	Tank Smasher	—
Hercules Titan	Earn the Grand Lanista badge	Hercules Titan	—
Wailer	Earn the Stonekeeper badge	Wailer	—
Wailer Queen	Earn the Dazed and Confused badge	Wailer Queen	—
Wolf Spider Enforcer	Reach level 15	Wolf Spider	—
Crane Enforcer	Earn the Tracer badge	Crane Enforcer	—
Longbow Spec-Ops	Earn the Villain badge	Longbow Spec-Ops	—
Arachnoid	Earn the Sewer Dweller badge	Arachnoid	—
Sorcerer	Earn the Mage Hunter badge	Tsoo Sorcerer	—
Tarantula	Earn the Taskmaster badge	Tarantula	—





TITLES

LEVEL 15	LEVEL 25				
	MAGIC	MUTANT	NATURAL	SCIENCE	TECHNOLOGY
Awful	Ancient	Animalistic	Abominable	Abhorrent	Automated
Brutal	Baleful	Bestial	Bloodthirsty	Brutish	Bitter
Conniving	Cursed	Crazed	Callous	Catastrophic	Complex
Dastardly	Demonic	Deadly	Devious	Dangerous	Destructive
Evil	Enigmatic	Extreme	Elusive	Entropic	Electrifying
Fearsome	Frightful	Ferocious	Fiendish	Freakish	Formidable
Grim	Ghoulish	Grotesque	Grisly	Gruesome	Grave
Heinous	Hellish	Hideous	Horrid	Horrible	High-Tech
Infamous	Infernal	Inhuman	Insidious	Irradiated	Ingenious
Killer	Knavish	Jurassic	Kamikaze	Lethal	L33t
Loathsome	Last	Lycanthropic	Larcenous	Mad	Mechanized
Malevolent	Maleficent	Monstrous	Maniacal	Omnipotent	Nihilistic
Notorious	Ominous	Obscene	Oppressive	Poisonous	Outrageous
Odious	Preternatural	Parasitic	Pretentious	Revolutionary	Powerful
Potent	Quintessential	Rampaging	Raging	Synthetic	Quantum
Ruthless	Rancorous	Savage	Subversive	Toxic	Robotic
Sinister	Sinful	Tortured	Tyrannical	Virulent	Shocking
Terrible	Taboo	Untamed	Unseen	Uncaring	Treacherous
Unholy	Undying	Vicious	Violent	Virulent	Uncontrollable
Villainous	Vile	Wild	Warlike	Weird	Voltaic
Wrathful	Wicked	Xenomorphic			Wired
Zealous		Zoomorphic			



PATRONS

Patrons are a unique feature in *City of Villains*. When player Villains have reached Level 40, they've proven themselves in the eyes of Lord Recluse and Arachnos. At this point, the Villain can choose one of Lord Recluse's lead lieutenants to work for: Ghost Widow, Black Scorpion, Scirocco, or Captain Mako. Patrons have individual story arcs and also imbue their followers with special powers.

A player reaching Level 40 receives a special Contact in Grandville: Arbiter Rein. This Contact explains the basics of Patrons and directs the player Villains to read plaques that describe the Patrons and the powers they can bestow upon those who follow their path.

CAUTION

Read the details of these powers, because once a Patron is chosen, the player cannot change. He or she will always be associated with that Patron and no other.

After finishing this task, return to Arbiter Rein, who then offers to introduce the successful Villain to one of the four Patrons.

PATRON POWERS

Each Patron opens up a new power pool choice in a Villain's career; this is roughly equivalent to the ancillary powers of Heroes. These power sets are typically flavored after the powers and background of the Patron: Black Scorpion offers powers that allow players to utilize the brutal Arachnos maces and summon various Arachnos robotic minions. Scirocco's magical background bestows powers that utilize the electrical Magic of Mu. Ghost Widow is the mistress of the dark, and as such, players who follow her can obtain Dark powers and the ability to call upon the Fortunatas. Captain Mako's gifts revolve around water powers and the mysterious Spirit Sharks. These power sets are individualized to each Archetype: In other words, a Brute and a Mastermind have access to very different powers even with the same Patron.

Players should carefully read the plaques offered by Arbiter Rein or study the patron powers section. There is no chance to change to a different Patron and his or her power pools later. After accomplishing the first Patron story arc, a player unlocks the Patron power pool and earns a free respec.

BACKGROUND AND STORY ARCS

Each Patron delivers two story arcs in Levels 40–45 and two more in the 46–50 range. The Patrons, their backgrounds, and the story arcs are as follows.

CAUTION

There are spoilers, so avoid this section if you don't want to know the storylines ahead of time.

SCIROCCO



Imad Malak was not always a villain. Once he was a Freedom Fighter, battling against tyranny in the Middle East. But evil came to him. He was traveling in the deep desert near the Baka Valley, fleeing mercenary death squads, when he discovered an ancient tomb and stumbled inside. The tomb was that of a long-dead desert hero, and within Malak found the hero's scimitar, an ancient weapon that granted the wielder incredible powers. Malak took the sword and donned the mantle of Scirocco, the Desert Wind.

He intended to use the power to free his people, but in taking the items he fell under a curse. Everything he did was tainted, bringing greater evil to the world. Once a hero of the people, he had become a dark stain on their proud heritage, and was cast out. Scirocco continued fighting, earning a grim





reputation both for his phenomenal powers and for retaining some vestige of Imad's old principles. He soon came to the attention of Arachnos and accepted the invitation to join Lord Recluse's inner circle.

STORY ARCS

A WIND CALLED SERAFINA

While Scirocco's been immersed in his latest plan, someone or something has been shadowing his every move. As base after base falls to the threat, he looks to you for aid before the sins of his past catch up to him. But can any allies be found in the ranks of Arachnos? Will you have to fight Barracuda, Silver Mantis, and even the Wretch before you can prevail and stop a being composed of pure magic?

THE HAMMER OF THE WORLD

Scirocco has been working on a secret master plan, and with him as your Patron, you're bound to help him complete it. But strange warnings tell you that this plan may end in ruin. You'll battle an alluring heroine, Mirror Spirit, and a dedicated hero, Foreshadow; fight the Circle of Thorns in the alien halls of Faathim the Kind; clash with the mad artist of fear, Malaise; and be caught between the secret schemes of Scirocco and Arachnos itself, leading to a climactic final battle at the fabled floating Crossroads of Destiny.

THE VAULTS OF MU

The biggest operation in the history of Arachnos is underway, and you are a key part of it. But as you seek out the secrets of the ancient portal to the beyond known as "The Tower," you'll find danger at every turn. You must crush a rebellion by treacherous Mu Mystics, invade the long-lost Vaults of Mu, and travel to a city of spirits on another plane of existence. The only question is if you will be ready for the final battle against the ancient goddess of the Mu.

TIME AFTER TIME

Now that all of the elements have been gathered, Operation: DESTINY is ready to begin, and its most vital component turns out to be you! As the Destined One, it's up to you to make the future of Arachnos come true. But is the price for this future too high, even for a Villain? Travel to strange futures, uncover the grim secret of Operation: DESTINY, and face Lord Recluse himself in a cataclysmic final confrontation!

GHOST WIDOW



BACKGROUND

Beautiful, mysterious, and deadly: Ghost Widow appears to be an actual spirit from beyond the grave rather than a super being with some sort of incorporeal power. Some have said she was once a rising star in the Night Widows when she was slain. Her thirst for vengeance must have been great, for she returned from the void and now serves at Recluse's side. There are rumors that her service isn't entirely voluntary, however.

STORY ARCS

MYSTIC MAYHEM

The mysterious Ghost Widow is under siege as some strange force seeks to undo her every plan. Can you help Ghost Widow track down the clues, gather the elements of her counter-spell, and find the allies she'll need to banish Numina herself from the Rogue Isles for good?

LIFE AND DEATH

Ghost Widow is preparing a strange plan and needs your help to complete it. You'll steal from Arachnos, take a soul from the afterlife, and worse. But Ghost Widow's actions may not be in the best interests of Arachnos, or your own career. Has the cold-hearted Ghost Widow found something she wants, and will you be forced to stop her from getting it?

BRAINPOWER

Operation: DESTINY is about to begin, and there is much to be done. For Operation: DESTINY to succeed, Arachnos must have the best minds at its disposal, whether or not they want to be there! Under Ghost Widow's orders you'll attack Seraph labs in Paragon City, battle the Malta Group for scientific minds, and even raid the Portal Corp. campus to secure the scientists you need for the greater glory of Arachnos!

TIME AFTER TIME
Now that all of the Time elements have been gathered, Operation: DESTINY is ready to begin, and its most vital component turns out to be you! As the Destined One, it is up to you to make the future of Arachnos come true. But is the price for this future too high, even for a Villain? Travel to strange futures, uncover the grim secret of Operation: DESTINY, and face Lord Recluse himself in a cataclysmic final confrontation.

BLACK SCORPION



BACKGROUND
Ernesto Rodriguez embodies the concept of raw power through technology. Whatever it takes, whatever piece of his body or soul needs to be spliced, altered, or removed to grant him more power, Ernesto seems willing to do it. His unbridled hunger, absolute loyalty, and low intelligence make him the perfect servant for Lord Recluse.

STORY ARCS
ARMOR WARS
Black Scorpion has been doing some work on the sly with Crey Industries, an act normally forbidden by Arachnos. When Crey Industries is slow on payment, you are sent to collect, and discover that Crey is well on its way to developing its own version of the Scorpion armor—Scorpinoid Tanks! Dr. Quatrexin, the original creator of Black Scorpion's power armor, decided to sell a mass-producible version to Crey for them to use as front-line combat operatives. Black Scorpion is furious, and you act as his instrument of vengeance, destroying Crey's plans and eventually hunting down Dr. Quatrexin. But Quatrexin has a trick up his sleeve, having developed a powerful new version of the original Scorpion armor for himself!

CHINK IN THE ARMOR
Black Scorpion has always feared and hated the ethereal powers of Ghost Widow, believing her to possess a means to get past his formidable armor defenses. The taunting of Ghost Widow's operatives finally overwhelms Black Scorpion's paranoia, and he kidnaps Dr. Aeon, forcing him to create anti-ghost weaponry for you to test. He tries to set up a final confrontation with Ghost Widow, but the Arbiters intercede, forcing you to betray your Patron on behalf of Arachnos by rescuing Dr. Aeon from the clutches of Silver Mantis.

THE DESTINY RAIDS
Arachnos sets in motion its biggest plan ever, as the build-up to Operation: DESTINY begins! And with Black Scorpion as a Patron, you are at the tip of the spear, leading the way. Destroy enemy squadrons on the ground before they can become a threat. Assault Portal Corp. in a daring raid as Arachnos troops battle with Longbow defenders. And just when you thought it was all over, the real battle begins as the Nemesis army makes its move against Grandville island! From the Shadow Shard to the final battle on the beaches of Grandville, the future of Arachnos relies on you.

TIME AFTER TIME
Now that all of the elements have been gathered, Operation: DESTINY is ready to begin, and its most vital component turns out to be you! As the Destined One, it is up to you to make the future of Arachnos come true. But is the price for this future too high, even for a Villain? Travel to strange futures, uncover the grim secret of Operation: DESTINY, and face Lord Recluse himself in a cataclysmic final confrontation!

CAPTAIN MAKO



BACKGROUND
Gideon Ray is a savage mutant who has evolved into what can only be described as a humanoid shark. His acts are even more terrible than his appearance, and few foes are identifiable once Mako is through with them. Mako is responsible for the death of Sharkhead Isle's most famous hero, Scrapyard.





STORY ARCS

KILLER INSTINCT

Longbow super-spies have always been a thorn in the side for Arachnos. Infiltration of a number of Paragon City–based Arachnos bases has prompted Mako to hunt down the spy responsible at any cost. During a long game of cat-and-mouse, and a set-up that had the Arbiters sending Arachnos troops after you, you eventually track down the Longbow agent. On the same docks where Captain Mako took down Scrapyard, you face agent Ace McKnight with the help of a special Frenzy Mutagen that Captain Mako had concocted for you.

THE PERFECT KILLING MACHINE

Captain Mako has long been obsessed with becoming the perfect killing machine. The legends of the Leviathan of Sharkhead Isle have always made Mako curious, and he wants to know more. After many inquiries and thefts of lore from various sources, you discover the location, tasks, and rituals necessary to steal the essence of the Leviathan. The plot culminates in the Maw of the Leviathan, where you face the mad Coralax priest known as Calystix the Shaper, and Captain Mako himself!

IRON FIST

Many of Arachnos's plans are quite long-range and involve a combination of subtlety and brute force. Although Black Scorpion handles many of Lord Recluse's more direct conflicts, Captain Mako is no stranger to surgical combat strikes. While another of Lord Recluse's agents carries out extraction missions on key personnel required for Operation: DESTINY, you carry out diversionary tactics to draw away security from the target sites. This eventually elicits a counterattack from Longbow forces, but it's nothing a true disciple of Arachnos can't handle!

TIME AFTER TIME

Lord Recluse's ultimate plan for world domination, Operation: DESTINY involves looking into the many possible futures and eliminating the unfavorable results from the time continuum so only Lord Recluse's triumph can be the one true outcome. Unfortunately, you discover that one of the possible futures involves you destroying the world, so Lord Recluse has contingency plans enacted to ensure you are eliminated so that future does not come to pass! You ultimately must face Lord Recluse in his future triumph and bring back a token to show what will happen if his contingency plans are not retracted.

LORD RECLUSE

After a player completes his Patron arcs, he opens a special Strike Force from Lord Recluse! The master of Arachnos sits in his boardroom atop the Watchtower in Grandville while he broods over his many schemes and plots. The Strike Force level range is 45–50.

STRIKE FORCE DESCRIPTION

To prove yourself the greatest of villains you must take on the greatest of heroes…Statesman! To force him into a final battle, you must kidnap Ms. Liberty. Breaking into a Malta base to steal an anti-super weapon, you get hit by their temporal disruptor and are severely weakened. Arachnos scientists find you have been temporally split in two and you must go to the future to regain your power. As part of the condition for aiding you, you must win that future for Lord Recluse by fighting the future Freedom Phalanx. Returning, you capture Ms. Liberty and force a final confrontation with Statesman in Atlas Park.

As a reward, you receive a special Synthetic Hamidon Enhancement from Lord Recluse.



MAYHEM MISSIONS

In Mayhem missions, Villains enter Paragon City with a limited time to create chaos. Destructible objects such as cars, mailboxes, fire hydrants, bus stops, etc. line the streets. You can even target and attack NPCs, though they cannot be hurt. The NPCs either run away or cower when a Villain approaches. The eventual goal is to rob a bank, but Mayhem missions also contain multiple side missions you can unlock and play. Completion of a side mission results in special bonuses and adds time to the mission timer.

GAMEPLAY

After reaching Level 5, players receive a Mayhem mission from a Broker any time they would have previously been given a Heist. The old Heist missions are now available through the Newspaper. The Broker has learned of a large sum of money, an artifact, or another valuable item in one of the Paragon City's banks. The window of opportunity is short—so hurry!

You arrive in an outdoor mission map in one of Paragon City's zones. The goal is to break into the bank, blow the vault door, and steal the loot. The Paragon City police and other security guards try to prevent you from reaching the bank.

After you seize the bank's loot, a masked Hero arrives to stop you. Sometimes this is just one of Paragon City's many masked champions, but occasionally members of the famed Vindicators, Freedom Phalanx, or W.I.S.D.O.M. appear. You *must* defeat this Hero to complete the mission.

If you're defeated during the mission, you'll wake up in a prison holding cell. If there's still time left, you have a second chance to rob the bank after you break out of jail.

The first time you complete a particular Mayhem mission map, you receive a special temporary power. You receive this unique reward only once. Accomplishing side missions gives you time back and other rewards specific to the type of side mission completed.

MAYHEM MISSION MAPS

- Badge Location
- Bank Location
- Arson Location
- Arson Key Location
- Kidnap Location
- Kidnap Key Location
- Store Location
- Store Key Location
- Jail Location
- Jail Key Location
- Raid Location
- Raid Key Location
- Exit Location

LEVELS 5–9: ATLAS PARK



Side Mission: 1
Temp Power Reward: Raptor Pack (flight)

LEVELS 10–14: KINGS ROW



Side Missions: 2
Temp Power Reward: Jump Boots (super leap)

LEVELS 15–19: SKYWAY CITY



Side Missions: 2
Temp Power Reward: Resuscitation (self-rez)





LEVELS 20–24: STEEL CANYON



Side Missions: 3
Temp Power Reward: Summon Teammates (teleport all teammates in the zone to your location)

LEVELS 25–29: INDEPENDENCE PORT



Side Missions: 3
Temp Power Reward: Movement Increase (boost to Run, Fly, and Jump)

LEVELS 30–34: TALOS ISLAND



Side Missions: 4
Temp Power Reward: Endurance Increase (boost to Max Endurance)

LEVELS 35–40: BRICKSTOWN



Side Missions: 4
Temp Power Reward: Health Increase (boost to Max Health)

LEVELS 41–45: FOUNDER'S FALLS



Side Missions: 5
Temp Power Reward: Life Insurance (debt protection)

LEVELS 46–50: PEREGRINE ISLAND



Side Missions: 5
Temp Power Reward: Regeneration Increase (boost to regeneration; suppresses when the character attacks)

SIDE MISSIONS

Besides the main mission objective, you can unlock special side missions. These diversions have little or nothing to do with the objective but can be very rewarding if you discover and complete them.

Side mission possibilities are randomly chosen from the five discussed in this section. However, there are no repeats of a side mission type on any map. The foes are also determined randomly.

Each side mission occurs inside a lobby or small mission map. When a Mayhem mission is selected, it will pick between one and five side missions from the pool to activate on the map.

The specific door is normally locked, but an exterior spawn notifies you of what's going on. After you encounter and defeat that spawn, you receive a key to the side mission door. A clue explains the story behind the side mission. Each side mission displays an objective marker on the Navigation Window that



leads you to the appropriate door after it's active.

These missions reward players with temp powers, Dual Origin and Single Origin Enhancements, and extra time. Some side missions also have rewards that credit in PvP zones.

ARSON

One of the buildings on the map is rigged to go up in flames. You must find the person who's planning the job or someone carrying a few flammables and pull it off before the authorities arrive. While you're in the building, several wave attacks attempt to stop you from arming the bombs.

Rewards: Influence, Prestige, and bonus time to the Mayhem mission timer.

RAID

Someone is storing choice goods in this part of the city. After you know about it, track the items down and take them for yourself. A wave attack tries to stop you while you're in the storage building. Only the person who finds and activates the floor objectives gains the temp power.

Rewards: A temp power and bonus time to the Mayhem mission timer.

KIDNAP

Someone wandering in the wrong place at the wrong time has an awfully rich or influential family. Hunt the victim down and ransom him or her off. Wave attacks try to stop you when you enter the building after the victim has been kidnapped.

Rewards: Infamy, Prestige, and bonus time to the Mayhem mission timer.

BREAKOUT

You're not the only one in this city. The good guys managed to bag another Villain, who is cooped up in jail. Fight your way into the jail and bust your cohort loose! A wave attack tries to stop you before you can escape.

Reward: NPC pet version of the Villain.

SMASH AND GRAB

Banks aren't the only places with good loot in Paragon City. Plenty of pawn shops and jewelry stores have much lower security and lots of choice goods. The security cameras in these stores summon wave attacks to stop intruders.

The stores also have four wall objectives in the outer section and two floor objectives in the more protected vault. Each wall objective is covered by a security camera that will summon one wave attack if triggered. In the outer area, security cameras each summon one wave attack if triggered. Activating all four wall safes will issue a time bonus reward. In the vault area, two sets of dual cameras each summon a three-stage wave attack if triggered. You must destroy a vault door or reinforced door and activate the two floor objectives inside to get another time bonus and extra reward. Only the person who activates the last floor objective gets the extra reward.

Rewards: Infamy, Prestige, and bonus time to the Mayhem mission timer for wall objectives; Dual Origin Enhancements for Levels 1–25 and Single Origin Enhancements for Levels 26–50 plus bonus time to the Mayhem mission timer for the floor objectives; salvage pieces that give credit for the minigames in Warburg and Bloody Bay.





NEW VILLAINS

PARAGON POLICE DEPARTMENT (PPD)

The police department has evolved over the decades to meet the unique challenges of Paragon City. Because the city has always been a center for super-powered individuals (for reasons still unexplained), law enforcement has special training and tactics to deal with the powerful villain organizations. After the Rikti War, national and local governments increased funding to reinforce the police with special weaponry to increase their capabilities against both mundane and extra-terrestrial threats. In addition to mechanized and psi units, Paragon City's finest have also turned to the Kheldian newcomers to help them in the endless struggle for justice and freedom.

PPD COP

Minion: Levels 1–10

Powers/Abilities:

Brawl: Melee minor Smash damage

Revolver: Ranged Lethal, moderate damage

Riot Baton: Melee moderate Smash damage

Levels 6–10

Heavy Pistol: Ranged Lethal, moderate damage

PPD DETECTIVE

Lieutenant: Levels 1–15

Powers/Abilities:

Brawl: Melee minor Smash damage

Shotgun: Cone Lethal, Knockback

Levels 6–10

Shotgun Butt: Melee moderate Smash damage, Disorient

Levels 11–15

Submachine Gun Burst: Ranged DoT (Lethal), -Def

PPD SERGEANT

Boss: Levels 1–10
Lieutenant: Levels 11–15

Powers/Abilities:

Single Shot: Ranged moderate Lethal damage, -Def

Double Shot: Ranged moderate DoT (Lethal), -Def

Wild Shot: Cone low Lethal damage, -Def

Levels 6–10

Assault: PBAoE, team +damage

Brawl: Melee moderate Smash damage

PPD CAPTAIN

Boss: Levels 11–15

Powers/Abilities:

Brawl: Melee minor Smash damage

Shotgun: Cone Lethal, Knockback

Tactics: PBAoE, team +ACC, Res (Confuse), +Perception

Maneuvers: PBAoE, team +Def

Call for Backup: Summon backup cops

UNDERCOVER COP

Lieutenant: Levels 6–15

Powers/Abilities:

Hold Out Pistol: Ranged Lethal, moderate damage

Wild Shot: Cone low Lethal damage, -Def

Brawl: Melee moderate Smash damage

Bulletproof Vest: Smash, Lethal Res

Levels 11–15

Single Shot: Ranged moderate Lethal damage, -Def

Double Shot: Ranged moderate DoT (Lethal), -Def

Wild Shot: Cone low Lethal damage, -Def

SWAT OFFICER

Minion: Levels 16–30

Powers/Abilities:

Submachine Gun Burst: Ranged DoT (Lethal), -Def

Rifle Butt: Melee moderate Smash damage, Disorient

Bulletproof Vest: Smash, Lethal Res

Levels 21–30

Assault Rifle: Ranged DoT (Lethal), -Def

Assault Rifle Spray Lead: Cone Lethal, Knockback

Full Auto Attack: Ranged DoT (Lethal), -Def

SWAT SERGEANT

Lieutenant: Levels 16–30

Powers/Abilities:

Assault Rifle Spray Lead: Cone Lethal, Knockback

Assault Rifle: Ranged DoT (Lethal), -Def



Tactics: PBAoE, team +ACC, Res (Confuse), +Perception

Rifle Butt: Melee moderate Smash damage, Disorient

Levels 21–30

Full Auto Attack: Ranged DoT (Lethal), -Def

Bulletproof Vest: Smash, Lethal Res

Assault: PBAoE, team +damage

SWAT GRENADIER

Boss: Levels 16–30

Powers/Abilities:

Grenade: Targeted AoE Lethal/Smash, Knockback

High Grenade: Targeted AoE Lethal/Smash, Knockback

Bulletproof Vest: Smash, Lethal Res

Levels 21–25

Smoke Grenade: AoE, -Perception, -ACC

Levels 26–30

Incendiary Grenade: AoE, DoT (Fire)

SWAT EQUALIZER

Minion: Levels 21–30

Powers/Abilities:

Carbine Shot: Ranged Lethal damage, +KB

Web Grenade: Immobilize, -Recharge, -Fly

Glue Grenade: -Speed, -Recharge

Levels 25–30

Acid Mortar: Place Trap: Ranged (AoE), minor DoT (Toxic), -Res (all), -Def

NOTE

SWAT Equalizers are highly specialized officers; usually only one appears in a spawn.

PPD GHOST

Minion: Levels 25–35

Powers/Abilities:

Hide: Self Stealth, +Def (Melee, Ranged, AoE)

SCAR Burst: Ranged moderate Lethal damage, DoT (Lethal), -Def

SCAR High Burst: Ranged moderate Lethal damage, DoT (Lethal), -Def

SCAR Snipe: Ranged high Lethal damage

Tear Gas: AoE Hold

Flashbang Grenades: AoE -ACC, -Def

NOTE

Ghosts are highly specialized officers; usually only one appears in a spawn.

PPD OPERATIVE

Lieutenant: Levels 21–35

Powers/Abilities:

Bulletproof Vest: Smash, Lethal Res

Sniper Rifle: Ranged high Lethal damage, Knockback

PPD SHELL

Minion: Levels 31–40

Powers/Abilities:

Minigun Burst: Ranged moderate DoT (Lethal), -Def

Energy Punch: Melee, moderate damage (Smash/Energy), Disorient

Resistance: Smash, Lethal

Levels 36–40

Minigun High Burst: Ranged high DoT (Lethal), -Def

PPD HARD SUIT

Lieutenant: Levels 31–40

Powers/Abilities:

Laser Burst: High DoT (Energy), -Def

Laser Spray: High DoT (Lethal)

Energy Punch: Melee, moderate damage (Smash/Energy), Disorient

Bone Smasher: Melee, high damage (Smash/Energy), Disorient

Resistance: Smash, Lethal, Energy

Levels 36–40

Total Focus: Melee, extreme damage (Energy/Smash), Disorient

PPD ASSAULT

Boss: Levels 31–40

Powers/Abilities:

Power Blast: Ranged, moderate damage (Energy/Smash), Knockback

Power Burst: Close, high damage (Energy/Smash), Knockback

Explosive Blast: Ranged (targeted AoE), moderate damage (Smash/Energy), Knockback

Bone Smasher: Melee, high damage (Smash/Energy), Disorient

Resistance: Smash, Lethal, Energy

Levels 36–40

Foot Stomp: PBAoE Melee, moderate damage (Smash), Knockback

Protection Shield: Ranged, ally +Def (Fire, Cold, Energy, Negative, Smash, Lethal)

PSI-COP

Minion: Levels 36–45

Powers/Abilities:

Mental Blast: Ranged, moderate damage (Psionic), target -Recharge

Psionic Dart: Ranged, Minor DMG (Psionic), -Recharge

Resistance: Psionic





PPD MINDSLAYER

Minion: Levels 36–45

MINDSLAYER

Powers/Abilities:

Psionic Dart: Ranged, minor damage (Psionic), target -Recharge

Psychic Scream: Ranged (Cone), moderate damage (Psionic), -Recharge

Mind Probe: Melee, moderate damage (Psionic), target -Recharge

Will Domination: Ranged, high damage (Psionic), Sleep

Resistance: Psionic

SUBDUER

Powers/Abilities:

Psychic Scream: Ranged (Cone), moderate damage (Psionic), -Recharge

Mental Blast: Ranged, moderate damage (Psionic), target -Recharge

Subdue: Ranged, moderate damage (Psionic), Immobilize

Resistance: Psionic, Immobilize and Hold Protection

TELEKINETIC

Powers/Abilities:

Telekinetic Blast: Ranged, moderate damage (Smash/Psionic), Knockback

Levitate: Ranged, moderate damage (Smash)

Subdue: Ranged, moderate damage (Psionic), Immobilize

Resistance: Psionic, Immobilize and Hold Protection

EMPATH

Powers/Abilities:

Healing Aura: PBAoE, ally +Regeneration

Heal Other: Ally Heal

Mental Blast: Ranged, moderate damage (Psionic), target -Recharge

Subdue: Ranged, moderate damage (Psionic), Immobilize

Resistance: Psionic, Immobilize and Hold Protection

PPD PSI-CAPTAIN

Minion: Levels 36–45

DEFENDER

Powers/Abilities:

Psychic Scream: Ranged (Cone), moderate damage (Psionic), -Recharge

Mental Blast: Ranged, moderate damage (Psionic), target -Recharge

Psionic Tornado: Ranged (targeted AoE), moderate DoT (Psionic), Knockback

Subdue: Ranged, moderate damage (Psionic), Immobilize

Resistance: Psionic, Immobilize and Hold Protection

CONTROLLER

Powers/Abilities:

Mental Blast: Ranged, moderate damage (Psionic), target -Recharge

Dominate: Ranged, moderate damage (Psionic), Hold

Scramble Thoughts: Ranged, minor damage (Psionic), Disorient

Psychic Wail: Close (AoE), extreme damage (Psionic), Disorient -Recharge, self -Recovery

Mass Hypnosis: Ranged (targeted AoE), Sleep

Mass Confusion: Ranged (targeted AoE), Confuse

PPD DRONE

Minion: Levels 40–54

Powers/Abilities:

Disintegration Beam: Ranged, moderate damage (Energy)

Resistance: Lethal, Smash, Energy, Fire, Cold

Fly

PPD GUARDIAN

Lieutenant: Levels 40–54

Powers/Abilities:

Laser Burst: Ranged, high damage (Energy)

Laser Spray: Cone high DoT (Lethal)

Force Shield: +Def (all)

Repair: Heal Robot

Resistance: Lethal, Smash, Energy, Fire, Cold

Fly

PPD ENFORCER

Boss: Levels 40–54

Powers/Abilities:

Tear Gas: Hold

Grenade: Targeted AoE Lethal/Smash, Knockback

Plasma Blast: Ranged moderate Energy damage, Knockback, -Regen

Seeker Drones: Disorient, -damage, -ACC, -Perception, low damage (Energy)

Barrage: Melee, minor damage (Smash/Energy), Disorient

Resistance: Smashing, Lethal, Psionic

NOTE

The Enforcers are vulnerable to Energy attacks.



PPD AWAKENED

Minion: Levels 46–54

Powers/Abilities:

Gleaming Blast: Ranged, high damage (Energy), -Def, Knockback

Radiant Strike: Melee, superior damage (Smash/Energy), -Def, Knockback, -Fly

Energy Flight

Incandescence: Auto Self +Res (Energy, Negative)

Gleaming Bolt: Ranged, minor damage (Energy), -Def

or

Glinting Eye: Ranged, moderate damage (Energy), -Def

PPD UNLEASHED

Lieutenant: Levels 46–54

Powers/Abilities:

Gleaming Blast: Ranged, high damage (Energy), -Def, Knockback

Radiant Strike: Melee, superior damage (Smash/Energy), -Def, Knockback, -Fly

Energy Flight

Incandescence: Auto Self +Res (Energy, Negative)

Gleaming Bolt: Ranged, minor damage (Energy), -Def

and

Restore Essence: Self rez

Proton Scatter: Ranged (Cone), moderate damage (Energy), -Def, Knockback

Luminous Detonation: Ranged (targeted AoE), moderate damage (Energy), -Def, Knockback

Incandescent Strike: Melee, extreme damage (Energy/Smash), -Def, -Fly, Hold

Shining Shield: Self +Res (Smash, Lethal)

Bright Nova: Shapeshift Blaster form

or

Restore Essence: Self rez

Proton Scatter: Ranged (Cone), moderate damage (Energy), -Def, Knockback

Incandescent Strike: Melee, extreme damage (Energy/Smash), -Def, -Fly, Hold

Essence Boost: Self Heal, +Max HP, Res (Toxic)

Glowing Touch: Ally Heal

Shining Shield: Self +Res (Smash, Lethal)

PPD TRANSCENDED

Boss: Levels 46–54

Powers/Abilities:

Gleaming Blast: Ranged, high damage (Energy), -Def, Knockback

Radiant Strike: Melee, Superior damage (Smash/Energy), -Def, Knockback, -Fly

Energy Flight

Incandescence: Auto Self +Res (Energy, Negative)

Restore Essence: Self rez

Proton Scatter: Ranged (Cone), moderate damage (Energy), -Def, Knockback

Luminous Detonation: Ranged (targeted AoE), moderate damage (Energy), -Def, Knockback

Incandescent Strike: Melee, extreme damage (Energy/Smash), -Def, -Fly, Hold

Pulsar: PBAoE, Disorient

Photon Seekers: Summon Drones Ranged Special, high damage (Energy)

Essence Boost: Self Heal, +Max HP, Res (Toxic)

Shining Shield: Self +Res (Smash, Lethal)

Maneuvers: PBAoE, team +Def (all)

Assault: PBAoE, team +damage, Res (Taunt, Placate)

Tactics: PBAoE, team +ACC, Res (Confuse, Fear), +Perception

White Dwarf: Shapeshift, Tanker form

PPD QUANTUM

Boss: Levels 46–54

Powers/Abilities:

Gleaming Blast: Ranged, high damage (Energy), -Def, Knockback

Radiant Strike: Melee, superior damage (Smash/Energy), -Def, Knockback, -Fly

Energy Flight

Incandescence: Auto Self +Res (Energy, Negative)

Restore Essence: Self rez

Proton Scatter: Ranged (Cone), moderate damage (Energy), -Def, Knockback

Luminous Detonation: Ranged (targeted AoE), moderate damage (Energy), -Def, Knockback

Incandescent Strike: Melee, Extreme damage (Energy/Smash), -Def, -Fly, Hold

Pulsar: PBAoE, Disorient

Photon Seekers: Summon Drones: Ranged Special, high damage (Energy)

Shining Shield: Self +Res (Smash, Lethal)

Maneuvers: PBAoE, team +Def (all)

Assault: PBAoE, team +damage, Res (Taunt, Placate)

Tactics: PBAoE, team +ACC, Res (Confuse, Fear), +Perception

Light Form: Self, +Res (Disorient, Sleep, Hold, Immobilize, all damage but Psionics)

White Dwarf: Shapeshift, Tanker form

NEMESIS

The Prussian Prince of Automatons has turned his mechanical eyes toward the Rogue Isles as a possible base of operations. Arachnos isn't thrilled at the idea of competition, so the two sides are engaged in an on-again, off-again conflict for the islands. Since the early 19th century, Nemesis has proven a





thorn in the side of Europe, then America, in his thirst for ultimate power. Only time will tell whether Nemesis can overcome Lord Recluse and win control of the Rogue Isles.

JAEGER

Minion: Levels 39-54

Jaegers take their name from the German word for 'hunter.' They're some of the strangest and most advanced combat robots to ever stalk the streets of Paragon City. Nemesis seems to have a limitless supply of these steam-powered killers, each armed with powerful ranged or melee weaponry.

Powers/Abilities:

Jaeger Gun: Minor Lethal, moderate range

Jaeger Mace: Moderate Smashing & Stun

Explode: PBAoE sphere moderate Lethal, Fire, & Knockback

Resists: Sleep, Confusion, Fear, Stun, Psionic

WARHULK

Boss: Levels 30-54

The War Hulk is the largest and most powerful killing machine built by the Prussian Prince of Automatons. It's a veritable walking tank, armed with flamethrowers, storm cannons, and an impressively brutal power claw.

Powers/Abilities:

Pummel: High Lethal & Knockback

Flamethrower: AoE cone moderate Fire, short range

Storm Cannon: AoE sphere moderate Lethal, Smashing, & Knockback, moderate range

Explode: PBAoE sphere moderate Lethal, Fire, Knockback

Resists: Confusion, Fear, Stun, Knockup, Knockback, Immobilize

FAKE NEMESIS

Boss: Levels 40-54

No one alive has ever seen Nemesis's true face. He hides within his finely wrought armor, safe behind personal force fields and a variety of armaments. He has many such suits of armor, each of which is a robot in its own right, capable of acting — and killing — independently.

Powers/Abilities:

Nemesis Staff: High Smashing & Stun

Staff Bolt: High Smashing, Knockback, Stun, very long range

Personal Force Field: Untouchable

Dispersion Bubble: Defense buff, all attacks

Protection Shield: Defense buff, all attacks

Resists: Fear, Confusion, Psionic, Sleep, Fear, Confusion

Vulnerability: Cold

NEMESIS

ArchVillain: Level 40-54

Nemesis has had over 100 years to perfect his armor and his combat skills. He is a formidable, and wily, opponent.

Powers/Abilities:

Nemesis Staff: High Smashing & Stun

Staff Bolt: High Smashing, Knockback, Stun, very long range

Personal Force Field: Untouchable

Dispersion Bubble: Defense buff, all attacks

Protection Shield: Defense buff, all attacks

Resists: Fear, Confusion

Resists: Knockup, Knockback

SNIPER

Sniper: Levels 40-54
Sniper: Levels 30-50

At first glance, the Nemesis lance looks much like the spear from which it takes its name. Though it can be used as a spear, it's also a very powerful, accurate rifle. The Nemesis lance fires explosive rounds over long distances and requires great skill to use effectively.

Powers/Abilities:

Lance: Moderate Lethal

Lace Rifle: AoE sphere moderate Fire, Lethal, & Knockback, long range

Vengeance: PBAoE on death, ally buff

Resists: Fear, Confusion

NOTE

The Snipers' rank rises over levels: Sergeant Major Comet (Levels 40–41), Lieutenant Comet (42–44), Captain Comet (45–47), and Colonel Comet (48–54). Snipers are so highly trained that they appear only in special situations.

OFFICER

Lieutenant: Levels 40-54

Nemesis's officers are some of the best trained soldiers in the world, and they show amazing discipline and devotion to their master. They're armed with the Nemesis lance, a long rifle that can also operate effectively as a spear. Their skill with this weapon makes them deadly at any distance.

Powers/Abilities:

Lance: Moderate Lethal

Lance Rifle: AoE sphere moderate Fire, Lethal, & Knockback, long range



Vengeance: PBAoE sphere on death, ally buff

Resists: Fear, Confusion

NOTE

The Officers' rank rises over levels: Sergeant Major (Levels 40–41), Lieutenant (42–44), Captain (45–47), and Colonel (48–54).

SOLDIER

Minion: Levels 42-54

The elite troops of Nemesis's army have tremendous discipline and skill that allows them to stand fast in the face of danger. They carry a deadly weapon that melds a scorching flamethrower with a powerful Gatling gun, giving them all the firepower they need for any foe.

Powers/Abilities:
Levels 40-41

Bayonet: High Lethal

Nemesis Rifle: Moderate Lethal, moderate range

Resists: Fear, Confusion

Levels 42-44

Gatling Gun: Minor Lethal, moderate range

Flamethrower: AoE cone minor Fire, short range

Resists: Fear, Confusion

NOTE

The Soldiers' rank rises over levels: Lancer (Levels 40–41), Cuirasseur (42–44), Hussar (45–47), Dragoon (48–54).

SUPPORT

Sniper: Levels 40-54

The main support weapon is the storm rifle, a long barreled weapon with a bayonet affixed to the end. This seemingly simple weapon is actually quite versatile. The Tirailleurs have modified their weapons to fire poison gas grenades.

Powers/Abilities:

Bayonet: High Lethal

Storm Rifle: AoE sphere minor Smashing, Lethal, & Knockback

Gas Grenade: Create gas cloud

Resists: Fear, Confusion

NOTE

The Support "soldiers'" ranks rise over levels: Sergeant Major Tirailleur (Levels 40–41), Lieutenant Tirailleur (42–44), Captain Tirailleur (45–47), Colonel Tirailleur (48–54). The Tirailleur are used sparingly because of their intense training and specialization.

LANCER SURGEON

Minion: Levels 40-41

The Battle Surgeons are charged with the vital duty of getting wounded soldiers back into the fight as quickly as possible. Most Nemesis officers frown upon those who refuse to fight again; courage in the face of danger is highly valued in the Nemesis army ranks.

Powers/Abilities:

Bayonet: High Lethal

Nemesis Rifle: Moderate Lethal, moderate range

Triage: Heal other + resists to Stun, Hold, Sleep, Immobilize, Confusion, & Fear

Resists: Fear, Confusion

GRENADIER

Minion: Levels 40-41

The Nemesis army's main support weapon is the storm rifle, a long barreled weapon with a bayonet affixed to the end. It fires compact shells that carry a tremendous punch, exploding with the force of a heavy grenade or rocket shell.

Powers/Abilities:

Bayonet: High Lethal

Storm Rifle: AoE sphere minor Smashing, Lethal, & Knockback

Resists: Fear, Confusion

CIRCLE OF THORNS

GUIDE

Minion: Levels 31–54

Many who have lost hope go looking in dark places for the answers to life's questions. The followers are those whose search has taken them to the Circle of Thorns. Now they must prove their true devotion by serving the Circle's evil will.

Powers/Abilities:

Scimitar: Melee Lethal/Negative, high damage

Hand Crossbow: Ranged Lethal/Negative, low damage





AIR THORN CASTER

Minion: Levels 40–44

Air Thorn Casters can harness the winds to give themselves the power of flight. They can also conjure up meteorological menaces from lightning bolts to snowstorms.

Powers/Abilities:

Lightning Bolt: Ranged, high damage (Energy), -Endurance

Charged Brawl: Melee, minor damage (Smash/Energy), target Sleep, -Endurance

Gale: Ranged (Cone), minor damage (Smash), Knockback

Thunder Clap: PBAoE, Disorient

Snow Storm: Ranged (targeted AoE), -Speed, -Recharge, -Fly

Fly

NOTE

Air Thorn Casters have Thunder Clap, Snow Storm, or neither.

ICE THORN CASTER

Minion: Levels 45–54

The frigid magics of the Ice Casters take careful study to master. In the hands of these mages, ice becomes a deadly weapon, either shredding enemies with jagged blasts or freezing them in place and chilling them to their bones.

Powers/Abilities:

Ice Blast: Ranged, moderate damage (Cold/Smash), -Recharge, -Speed

Ice Sword: Melee, moderate damage (Cold/Lethal), -Recharge, -Speed

Chilblain: Immobilize, DoT (Cold)

Block of Ice: Ranged, moderate damage (Cold), Hold, -Speed, -Recharge

Bitter Ice Blast: Ranged, superior damage (Cold/Smash), -Recharge, -Speed, -ACC

Frozen Armor: Self, +Def (Smash, Lethal), +Res (Cold)

NOTE

Ice Thorn Casters have either Block of Ice, Bitter Ice Blast, or neither.

DEATH MAGE

Boss: Levels 35–54

The most powerful of all the Circle's mages, the Masters of Death are lords of the afterlife. They help to wrangle and control the Behemoths and other beasts the Circle summons, but their most fearsome power is the ability to create a pervasive zone of death that sucks the life out of any foes in the vicinity.

Powers/Abilities:

Falchion: Melee Lethal/Negative, low damage

Chill of the Night: Toggle AoE Negative, -ACC

Dark Pit: Ranged (targeted AoE), Disorient

Gloom: Ranged Negative, DoT, -ACC

Tenebrous Tentacles: DoT (Negative/Smash), Immobilize, -ACC

Twilight Grasp: Ranged, -ACC -damage, ally Heal

Kamikaze: AoE Energy damage (high) on defeat

BEHEMOTH

Minion: Levels 43–54

Summoned from the hellish pits of some other dimension, the Behemoths are fiery demons who inspire nightmares in all who see them. They can summon flaming swords to strike down their enemies, or breathe fire from their mouths to incinerate all who stand before them.

Powers/Abilities:

Invincibility: +Def, +ACC (Special)

Resistance: Auto Fire

Fire Smash: Melee Smash and Fire damage, Knockback

Fire Sword: Melee Lethal, Fire damage, DoT Fire

Scorch: Melee Fire damage, DoT Fire

Flares: Ranged Fire damage, DoT Fire

Behemoth Jumping: Self Auto, +Jump

NOTE

Behemoths take extra damage from Cold.

BEHEMOTH OVERLORD

Lieutenant: Levels 36–54

The Behemoth Overlords are—fortunately—rare. Likewise they are deadly. Their mastery of fire allows them to immolate multiple enemies simultaneously, and they can quickly heal their own wounds by basking in the heat of their infernal fire.

Powers/Abilities:

Fire Breath: Cone DoT (Fire)

Fire Blast: Ranged Fire damage, DoT (Fire), DoT (Fire)

Fire Ball: Ranged AoE Fire, Smashing damage, DoT (Fire)

Fire Sword: Melee Lethal, Fire damage, DoT (Fire)

Swipe: Melee Lethal damage, DoT (Fire), Knockback

Healing Flames: Self Heal, Res (Disorient)

Resistance: Auto Fire



NOTE

Behemoths take extra damage from Cold.

POSSESSED DUKE MORDORGAR

Boss: Levels 40–47

Powers/Abilities:

Falchion: Melee Lethal/Negative, low damage

Chill of the Night: Toggle AoE Negative, -ACC

Dark Pit: Ranged (targeted AoE), Disorient

Gloom: Ranged Negative, DoT, -ACC

Tenebrous Tentacles: DoT (Negative/Smash), Immobilize, -ACC

Twilight Grasp: Ranged, -ACC -damage, ally Heal

Kamikaze: AoE Energy damage (high) on defeat

AKARIST

Archvillain: Levels 45–52

The ancient Oranbegan sorcerer known as Akarist was once a mortal man, over 14,000 years ago. In his original body, his magical powers were at their peak.

Powers/Abilities:

Dominate: Ranged, moderate damage (Psionic), Hold

Mesmerize: Ranged, moderate damage (Psionic), Sleep

Psychic Scream: Ranged (Cone), moderate damage (Psionic), -Recharge

Scramble Thoughts: Ranged, minor damage (Psionic), Disorient

Fortitude: Ally +Def, +damage, +ACC

Stone Prison: Immobilize, DoT (Smashing), -Fly

Earthquake: Location AoE Knockback

Fossilize: Hold, -Def

Crush: Immobilize, DoT (Smashing), -Fly

Gravity Distortion: Ranged, moderate DoT (Smash), Hold, -Fly

Siphon Power: Ranged, -damage, team +damage

Absorb Pain: Ally +HP, Self -HP

Chill of the Night: Toggle AoE Negative, -ACC

Dark Pit: Ranged (targeted AoE), Disorient

Gloom: Ranged Negative, DoT, -ACC

Tenebrous Tentacles: DoT (Negative/Smash), Immobilize, -ACC

Twilight Grasp: Ranged, -ACC -damage, ally Heal

Resistance: Smashing, Lethal, Fire, Cold, Energy, Negative Energy, Toxic, Psionic (high), Resistance to all debuffs (high), Sleep, Fear, Disorient, Immobilize, Confuse Protection (high)

SNAKES

STHENO

Archvillain: Levels 46–52

Stheno is the mother of the Snakes on Mercy Island. Her goal is to drive away all beings from Mercy Island and claim it for herself!

Powers/Abilities:

Mesmerize: Ranged, moderate damage (Psionic), Sleep

Mass Hypnosis: Ranged (targeted AoE), Sleep

Dominate: Ranged, moderate damage (Psionic), Hold

Venomous Spray: Ranged Lethal

Venomous Spit: Ranged DoT (Toxic)

Summon Snakes: Cone Toxic, Hold

Dreadful Wail: Disorient, -Resist

Quick: Auto Self +Speed

Resistance: Resistance to all debuffs (high), Stun, Fear, Hold, Confuse, Knockback Protection (high)

ELDER VIPER

Minion: Levels 46–52

Powers/Abilities:

Stab: Melee Lethal, Toxic (DoT)

Venomous Spit: Ranged DoT (Toxic)

Poison Bite: Melee Lethal/Toxic DoT

Quick: Auto Self +Speed

Resistance: Auto Toxic (high)

NOTE

The Elder Viper is vulnerable to Cold damage.

ELDER VIPER ASSASSIN

Minion: Levels 46–52

Powers/Abilities:

Hide: Self Stealth, +Def (Melee, Ranged, AoE)

Jump Stab: Melee Lethal, Toxic (DoT)

Stab: Melee Lethal, Toxic (DoT)

Venomous Spit: Ranged DoT (Toxic)

Poison Bite: Melee Lethal/Toxic DoT

Quick: Auto Self +Speed

Resistance: Auto Toxic (high)

NOTE

Usually only one appears in a spawn; it's vulnerable to Cold damage.

ELDER MAMBA

Lieutenant: Levels 46–52

Powers/Abilities:

Snap Shot: Ranged, minor damage (Lethal), DoT (Toxic)

Aimed Shot: Ranged, moderate damage (Lethal), DoT (Toxic)

Fistful of Arrows: Ranged (Cone), moderate damage (Lethal), DoT (Toxic)

Snake Arrow: Ranged, Hold, DoT (Smashing)

Poison Bite: Melee (Lethal), DoT (Toxic)





Quick: Auto Self +Speed

Resistance: Auto Toxic (high)

NOTE

Elder Mambas are vulnerable to Cold damage.

ELDER COBRA

Boss: Levels 46–52

Powers/Abilities:

Swoop: Melee (Cone), moderate damage (Smash), minor DoT (Toxic), Knockback

Poison Beam: Cone Ranged, moderate damage (Energy/Smash), Knockback

Heal Other: Ally Heal

Poison Bite: Melee (Lethal), DoT (Toxic)

Venomous Spray: Ranged Lethal

Venomous Spit: Ranged DoT (Toxic)

Quick: Auto Self +Speed

Resistance: Auto Toxic (high)

NOTE

Elder Cobras are vulnerable to Cold damage.

ARACHNOS

ARACHNOBOT ADVANCED SPIDERLING

Underling: Levels 40–50

Powers/Abilities:

Energy Blast: Ranged, Moderate DMG (Energy/Smash), Knockback

Claw: Moderate Lethal DAM

Energy Pulse: Medium Range, High DMG (Energy), Knockback

Resistance: Lethal, Smashing Resistance (moderate), Psionic damage (high)

Power Jumping: Leaping, Speed boost

NOTE

These take additional damage from Energy attacks.

CAPTAIN MAKO

Archvillain: Levels 40–54

Gideon Ray is a savage mutant who has evolved into a humanoid shark. His acts are even more terrible than his appearance, and few victims are even identifiable after Mako is through with them. Mako is responsible for the death of Sharkhead Isle's most famous hero, Scrapyard.

Powers/Abilities:

Strike: Melee Lethal

Spin: Melee AoE Lethal

Follow Up: Melee, moderate damage (Lethal), Self +damage

Eviscerate: Melee Cone Lethal, very high damage, Special

Spirit Shark: Ranged, moderate damage (Lethal), Knockback

Circle of Sharks: Immobilize, DoT (Energy)

Chum Attack: Ranged, moderate damage (Toxic)

Quickness: Auto Self +Recharge, +Speed, +Perception, +Def (Melee, Ranged, AoE), Res (Slow, Confuse)

Elude: Self +Def, +Special

Bellow: PBAoE, extreme damage (Energy/Smash), Disorient

Hide: Self Stealth, +Def (Melee, Ranged, AoE)

Placate: Melee, Placate, Self Stealth/Hide

Super Leap: Self Auto, +Jump, +Speed

Resistance: Resistance to all debuffs (high), Stun, Fear, Hold, Confuse, Knockback Protection (Hide)

NOTE

When Captain Mako appears in a zone, he's a Level 50 Giant Monster.

SCIROCCO

Archvillain: Levels 40–54

Imad Malak was not always an evil man. Evil came to him from without. He was traveling in the deep desert near the Baka Valley in the Middle East. There he discovered an ancient tomb and stumbled inside. The tomb was that of a long-dead desert hero, and contained several objects of power, including the bottle of the djinn Serafina. Also within was the hero's scimitar that granted the wielder incredible powers. Malak took the sword and donned the mantle of Scirocco. Unfortunately, he fell under a curse, and was driven to commit acts of great evil. He sold the other objects off to the highest bidders, the bottle ending up with the Circle of Thorns. Once a hero of the people, he is now a dark stain on their proud heritage. Imad wishes nothing more than to find some way to rid himself of the curse and find redemption.

Powers/Abilities:

Hack: Melee, high damage (Lethal), -Def

Slice: Melee (Cone), moderate damage (Lethal), -Def

Parry: Melee, minor damage (Lethal), Self +Def

Whirling Sword: PBAoE Melee, moderate damage (Lethal), -Def

Disembowel: Melee, superior damage (Lethal), Knockup, -Def

Head Splitter: Melee, extreme damage (Lethal), Knockback, -Def

Lightning Blast: high damage (Energy), -Endurance

Cage of Lightning: Ranged low damage (Energy), -Endurance, Sleep

Static Discharge: Cone low damage (Energy), -Endurance, -Recovery

Shocking Bolt: Ranged moderate damage (Energy), Immobilize



EM Pulse: Ranged moderate damage (Energy), Hold, -Regen, -Endurance

Ball Lightning: AoE low damage (Energy), DoT (Energy), -Endurance, -Recovery

Dust Devils: Summon Tornado: PBAoE minor damage (Smash), Knockback, Fear, Disorient

Desert Wind: Ranged (Cone), moderate damage (Smash), Knockback

Resistance: Lethal, Energy, Cold damage Resistance (Moderate)

Fly

Resistance: Resistance to all debuffs (high), Stun, Fear, Hold, Confuse, Knockback Protection (Hide)

NOTE

When Scirocco appears in a zone, he's a Level 50 Giant Monster.

BLACK SCORPION

Archvillain: Levels 40–54

Ernesto Rodriguez embodies the concept of raw power through technology. Whatever it takes, whatever piece of his body or soul needs to be spliced, altered, or removed to grant him more power, Ernesto seems willing to do it. His unbridled hunger, absolute loyalty, and low intelligence make him the perfect servant for Lord Recluse.

Powers/Abilities:

Punch: Melee moderate damage (Smash), Knockback

Haymaker: Melee high damage (Smash) Knockback

Hammer Punch: Melee high damage (Smashing), Disorient

Foot Stomp: PBAoE Melee, moderate damage (Smash), Knockback

Arm Blast: Ranged Energy/Smash, Knockback

Tail Blast: Targeted AoE Smash/Energy, Knockback

Tail Sting: Ranged high damage (Smashing), Hold

Tail Lash: PBAoE Melee, moderate damage (Smash), Knockback

Rage: Self +damage, +ACC, Delayed Self (Weaken, Special)

Super Leap: Self Auto, +Jump, +Speed

Resistance: Smashing, Lethal, Fire, Cold Energy, Negative Energy, Psionic, and Toxic damage Resistance (low), resistance to all debuffs (high), Stun, Fear, Hold, Confuse, Knockback Protection (Hide)

NOTE

When Black Scorpion appears in a zone, he's a Level 50 Giant Monster.

LORD RECLUSE

Archvillain: Levels 40–54

Powers/Abilities:

Energy Punch: Melee, moderate damage (Smash/Energy), Disorient

Energy Smash: Melee Smash, Knockup

Spider Strike: PBAoE Melee, moderate damage (Smash), Knockback

Slice: Melee, high damage (Lethal), DoT (Toxic)

Arm Lash: Melee, high damage (Lethal), Cone, -Def

Channel Gun: Ranged, high damage (Energy), -Endurance, -Recovery

Suppression: Cone high damage (Energy), Knockback

Summon Bane Spiders: Summon 1 Bane Spider

Super Leap: Self Auto, +Jump, +Speed

Summon Army: Summon minion, boss, 2 Lieutenants Bane Spiders

Resistance: Smashing, Lethal, and Toxic damage (high), Fire, Cold, Energy, Negative Energy, Psionic damage (moderate), resistance to all debuffs (high), Stun, Fear, Hold, Confuse, Knockback Protection (Hide)

NOTE

When Lord Recluse appears in a zone, he's a Level 50 Giant Monster.

KNIVES OF ARTEMIS

The Knives of Artemis is one of the deadliest groups of mercenary combatants in the world. It is rumored that they number no more than 100, but no one is certain. Masters of stealth and reconnaissance, they are highly skilled with all weapons, but the crossbow is their signature.

MERCENARY

Minion: Levels 41–54

Powers/Abilities:

Cloaking Device

Hack: Melee, high damage (Lethal), -Def

Slash: Melee, moderate damage (Lethal), -Def

Slice: Melee (Cone), moderate damage (Lethal), -Def

Shuriken: Ranged Lethal, low damage

Caltrops: Ranged (Location AoE), minor DoT (Lethal), -Speed

Sleep Dart: Ranged Lethal (low), Sleep

NOTE

The Mercenaries' sword and dart attacks are extraordinarily accurate.





BLADE OF ARTEMIS

Minions: Levels 41–54

Powers/Abilities:

Hack: Melee, high damage (Lethal), -Def

Slash: Melee, moderate damage (Lethal), -Def

Slice: Melee (Cone), moderate damage (Lethal), -Def

Shuriken: Ranged Lethal, low damage

Caltrops: Ranged (location AoE), minor DoT (Lethal), -Speed

Sleep Dart: Ranged Lethal (low); Sleep

Disembowel: Melee, superior damage (Lethal), Knockup, -Def

Poison Dart: Ranged Lethal Toxic (low), Regeneration debuff

Web Grenade: Ranged, target Immobilize, -Recharge, -Fly

NOTE

The sword and dart attacks of the Blades of Artemis are extraordinarily accurate.

HAND OF ARTEMIS

Boss: Levels 40–54

Powers/Abilities:

Cloaking Device: Self Stealth, +Def (all)

Hack: Melee, high damage (Lethal), -Def

Slash: Melee, moderate damage (Lethal), -Def

Slice: Melee (Cone), moderate damage (Lethal), -Def

Shuriken: Ranged Lethal, low damage

Caltrops: Ranged (location AoE), minor DoT (Lethal), -Speed

Sleep Dart: Ranged Lethal (low); Sleep

Stun Grenades: Ranged (targeted AoE) Disorient

Whirling Sword: Melee AoE Lethal (high)

Exploding Shuriken: Ranged AoE Lethal (high)

Head Splitter: Melee, extreme damage (Lethal), Knockback, -Def

Paralytic Dart: Ranged Lethal (low), Hold

NOTE

The sword and dart attacks of the Hands of Artemis are extraordinarily accurate.

CREY

FIELD AGENT

Minion: Levels 35–45

The stone-faced, suit-clad Field Agents are Crey's main investigative branch. They can be found carrying out a variety of missions, from espionage to assassination ops. They carry the latest weapons and receive intense close-combat training.

Powers/Abilities:

Brawl: Melee Smash

Submachine Gun: Ranged Lethal damage, -Def

VIGILANT

Minion: Levels 35–45

Powers/Abilities:

Pistol: Ranged Lethal, moderate damage

Barrage: Melee, minor damage (Smash/Energy), Disorient

Energy Punch: Melee, moderate damage (Smash/Energy), Disorient

Bone Smasher: Melee, high damage (Smash/Energy), Disorient

INFILTRATOR

Minion: Levels 35–45

Powers/Abilities:

Pistol: Ranged Lethal, moderate damage

Thunder Kick: Melee, minor damage (Smash), minor Disorient

Storm Kick: Melee, moderate damage (Smash)

Crane Kick: Melee, high damage (Smash), Knockback

SPECIAL AGENT SHARPSHOOTER

Lieutenant: Levels 30–54

The Special Agents are the best of Crey's field operatives. They have superb training, the best weapons, and a seemingly preternatural focus on the task at hand. They often carry heavy weapons, because Crey trusts them enough to use them discreetly and appropriately.

Powers/Abilities:

Resistance: Auto Lethal

Sniper Rifle: Ranged high damage (Lethal), Knockback

NOTE

Only appears in special spawns.

CREY VOLTAIC TANK

Lieutenant: Levels 32–45

Crey's perfected Voltaic Armor can turn any soldier into the proverbial irresistible force. Voltaic Tanks can generate almost limitless electrical current, which they can hurl great distances.

Powers/Abilities:

Resistance: Auto Lethal, Smash, Energy, Fire, Cold



Power Jumping: Self Auto, +Jump, +Speed

Charged Bolts: Ranged, moderate damage (Energy), -Endurance

Lightning Bolt: Ranged, high damage (Energy), -Endurance

Ball Lightning: Ranged (targeted AoE), moderate DoT (Energy), -Endurance

Charged Brawl: Melee, minor damage (Smash/Energy), target Sleep, -Endurance

Havoc Punch: Melee, moderate damage (Smash/Energy), Sleep, -Endurance

Thunder Strike: Melee (AoE), high damage (Smash, Energy), Disorient, Knockback

CREY CRYO TANK

Minion: Levels 46–54
Lieutenant: Levels 32–45

Crey's perfected Cryo Armor can turn any soldier into the proverbial irresistible force. Cooled with liquid nitrogen, the Cryo Tanks can absorb almost limitless heat and hurl great chunks of ice at their enemies.

Powers/Abilities:

Resistance: Auto Lethal, Smash, Energy, Fire, Cold

Power Jumping: Self Auto, +Jump, +Speed

Frost: Close (Cone), moderate DoT (Cold), -Recharge, -Speed

Frozen Fists: Melee, minor damage (Cold/Smash), -Recharge, -Speed

Ice Bolt: Ranged, minor damage (Cold/Smash), -Recharge, -Speed

Ice Blast: Ranged, moderate damage (Cold/Smash), -Recharge, -Speed

Freeze Ray: Ranged, minor damage (Cold), Hold

CREY POWER TANK

Lieutenant: Levels 46–54
Boss: Levels 32–45

Crey's perfected Power Armor can turn any soldier into the proverbial irresistible force. Power Tanks can generate almost limitless power, which they can hurl great distances.

Powers/Abilities:

Resistance: Auto Lethal, Smash, Energy, Fire, Cold

Power Jumping: Self Auto, +Jump, +Speed

Barrage: Melee, minor damage (Smash/Energy), Disorient

Energy Punch: Melee, moderate damage (Smash/Energy), Disorient

Whirling Hands: PBAoE Melee, moderate damage (Smash/Energy)

Bone Smasher: Melee, high damage (Smash/Energy), Disorient

Power Bolt: Ranged, minor damage (Energy/Smash), Knockback

Power Blast: Ranged, moderate damage (Energy/Smash), Knockback

Explosive Blast: Ranged (targeted AoE), moderate damage (Smash/Energy), Knockback

NOTE

1.2 XP multiplier

PARAGON PROTECTOR

Boss: Levels 35–54

FIRE

Powers/Abilities:

Scorch: Melee, minor damage (Fire)

Cremate: Melee, high damage (Smash/Fire)

Incinerate: Melee, high DoT (Fire)

Flares: Ranged, minor damage (Fire)

Fire Blast: Ranged, moderate damage (Fire)

Fire Ball: Ranged (targeted AoE), moderate damage (Fire/Smash)

Blaze: Close, high damage (Fire)

Inferno: PBAoE, extreme damage (Fire/Smash), self -Recovery

Fly

SHADOW

Powers/Abilities:

Shadow Punch: Melee, minor damage (Smash/Negative), -ACC

Smite: Melee, moderate damage (Smash/Negative), -ACC

Gloom: Ranged, high DoT (Negative), -ACC

Siphon Life: Melee, moderate damage (Negative), -ACC, Self +HP

Midnight Grasp: Melee, Superior damage (Negative), Immobilize, -ACC

Life Drain: Ranged, moderate damage (Negative), target -ACC, self +HP

Dark Blast: Ranged, moderate damage (Negative), -ACC

Tenebrous Tentacles: Ranged (Cone), moderate damage (Negative/Smash), Immobilize, -ACC

Fly

CLAWS

Powers/Abilities:

Swipe: Melee, minor damage (Lethal)

Strike: Melee, moderate damage (Lethal)

Slash: Melee, moderate damage (Lethal), -Def

Spin: PBAoE Melee, moderate damage (Lethal)

Eviscerate: Melee (Cone), Superior damage (Lethal), +Special

Focus: Ranged, high damage (Lethal), Knockback

Focused Fighting: Self +Def (Melee), Res (Confuse, debuff Def)

Unstoppable: Self, +Res (Disorient, Sleep, Hold, Immobilize, Knockback, all damage but Psionics)

Fly





POWER

Powers/Abilities:

Energy Punch: Melee, moderate damage (Smash/Energy), Disorient

Whirling Hands: PBAoE Melee, moderate damage (Smash/Energy)

Bone Smasher: Melee, high damage (Smash/Energy), Disorient

Total Focus: Melee, extreme damage (Energy/Smash), Disorient

Power Bolt: Ranged, minor damage (Energy/Smash), Knockback

Power Blast: Ranged, moderate damage (Energy/Smash), Knockback

Energy Torrent: Ranged (Cone), moderate damage (Energy/Smash), Knockback

Explosive Blast: Ranged (targeted AoE), moderate damage (Smash/Energy), Knockback

Dull Pain: Self Heal, +Max HP

Moment of Glory: Self +Res (all damage but Psionics), +Def (all damage but Psionics), +Recovery, -HP

Fly

SPINES

Powers/Abilities:

Barb Swipe: Melee, minor damage (Lethal), DoT (Toxic), -Speed, -Recharge

Lunge: Melee, moderate damage (Lethal), DoT (Toxic) -Speed, -Recharge

Impale: Ranged, high damage (Lethal), DoT (Toxic), Immobilize, -Recharge, -Fly

Spine Throwing: PBAoE Melee, moderate damage (Lethal), DoT (Toxic), -Speed, -Recharge

Ripper: Melee (Cone), high damage (Lethal), DoT (Toxic), Knockback, -Speed, -Recharge

Temp Invulnerability: Self +Res (Smash, Lethal)

Elude: Self +Def, + Speed, +Recovery, Res (debuff Def), +Special

Fly

ELECTRIC

Powers/Abilities:

Charged Bolts: Ranged, moderate damage (Energy), -Endurance

Lightning Bolt: Ranged, high damage (Energy), -Endurance

Ball Lightning: Ranged (targeted AoE), moderate DoT (Energy), -Endurance

Charged Brawl: Melee, minor damage (Smash/Energy), target Sleep, -Endurance

Havoc Punch: Melee, moderate damage (Smash/Energy), Sleep, -Endurance

Thunder Strike: Melee (AoE), high damage (Smash, Energy), Disorient, Knockback

Fly

NOTE

All Paragon Protectors have 1.4 XP modifier.

COUNTESS CREY

Archvillain: Levels 40–54

Powers/Abilities:

Resistance: Resistance to all debuffs, Protection against Fear, Disorient, Hold, Confuse, Knockback, Repel, Psionic

Mass Hypnosis: Ranged (targeted AoE), Sleep

Psychic Scream: Ranged (Cone), moderate damage (Psionic), -Recharge

Subdue: Ranged, moderate damage (Psionic), Immobilize

Psionic Lance: Sniper, Superior damage (Psionic), target -Recharge

Telekinetic Blast: Ranged, moderate damage (Smash/Psionic), Knockback

Will Domination: Ranged, high damage (Psionic), Sleep

Psychic Wail: Close (AoE), extreme damage (Psionic), Disorient -Recharge, Self -Recovery

Scramble Thoughts: Ranged, minor damage (Psionic), Disorient

SHARD PROTECTOR

Boss: Levels 40–47

Powers/Abilities:

Fly

Energy Punch: Melee, moderate damage (Smash/Energy), Disorient

Whirling Hands: PBAoE Melee, moderate damage (Smash/Energy)

Bone Smasher: Melee, high damage (Smash/Energy), Disorient

Total Focus: Melee, extreme damage (Energy/Smash), Disorient

Power Bolt: Ranged, minor damage (Energy/Smash), Knockback

Power Blast: Ranged, moderate damage (Energy/Smash), Knockback

Energy Torrent: Ranged (Cone), moderate damage (Energy/Smash), Knockback

Explosive Blast: Ranged (targeted AoE), moderate damage (Smash/Energy), Knockback

Dull Pain: Self Heal, +Max HP

Moment of Glory: Self +Res (all damage but Psionics), +Def (all damage but Psionics), +Recovery, -HP

Coral Dart: Ranged Lethal, moderate damage

Coral Spray: Ranged (Cone), moderate damage (Lethal)

NOTE

1.4 XP modifier

BURN PROTECTOR

Boss: Levels 46–52

Powers/Abilities:

Fire Smash: Melee moderate damage (Smash), DoT (Fire), Knockback

Scorch: Melee, minor damage (Fire)

Blaze: Close, high damage (Fire)

Flares: Ranged, minor damage (Fire)

Fire Ball: Ranged (targeted AoE), moderate damage (Fire/Smash)



Combustion: PBAoE, moderate DoT (Fire)

Demon Transformation

NOTE

1.4 XP modifier

GREY SCORPINOID TANK

Minion, Lieutenant, Boss: Levels 40–54

Powers/Abilities:

All

Barrage: Melee, minor damage (Smash/Energy), Disorient

Energy Punch: Melee, moderate damage (Smash/Energy), Disorient

Power Bolt: Ranged, minor damage (Energy/Smash), Knockback

Power Blast: Ranged, moderate damage (Energy/Smash), Knockback

Lieutenant Bone Smasher:

Melee, high damage (Smash/Energy), Disorient

Whirling Hands: PBAoE Melee, moderate damage (Smash/Energy)

Explosive Blast: Ranged (targeted AoE), moderate damage (Smash/Energy), Knockback

Boss

Tail Blast: Targeted AoE Smash/Energy, Knockback

Tail Sting: Ranged Smash, Stun

Arm Blast: Ranged Energy/Smash, Knockback

FREEDOM PHALANX

BACK ALLEY BRAWLER

Archvillain: Levels 40–54

One of the most veteran heroes in Paragon City, the Brawler is in semiretirement, training the next generation of heroes. Though he rarely goes into the field these days, his power and fighting skills are still as potent as ever.

Powers/Abilities:

Back Alley Power Punch: Melee moderate damage (Smash/Energy), Knockback

Jab: Melee, minor damage (Smash), minor Disorient

Punch: Melee, moderate damage (Smash), Knockback

Hand Clap: PBAoE, foe Disorient, Knockback

Knockout Blow: Melee, extreme damage (Smash), foe Hold

Hurl: Ranged, high damage (Smash), Knockback, -Fly

Foot Stomp: PBAoE Melee, moderate damage (Smash), Knockback

Bone Smasher: Melee, high damage (Smash/Energy), Disorient

Total Focus: Melee, extreme damage (Energy/Smash), foe Disorient

Dull Pain: Self Heal, +Max HP

Unyielding: Self +Res (all damage but Psionics; Knockback, Sleep, Disorient, Hold, Immobilize), Self -Def

Assault: PBAoE, team +damage, Res (Taunt, Placate)

Unstoppable: Self, +Res (Disorient, Sleep, Hold, Immobilize, Knockback, all damage but Psionics)

Super Leap

Resistance: Protection against Stun, Hold, Fear, Confuse, Knockback (high), Resistance to all debuffs (high)

Resistance: Protection against Stun, Hold, Fear, Confuse, Knockback (high), Resistance to all debuffs (high), Smash, Lethal

NUMINA

Archvillain: Levels 40–54

Numina was born Tammy Arcanus, daughter of Tommy Arcanus of the Midnight Squad. Tommy delved so deeply into the metaphysical that his very being was affected, and Tammy was born with magical powers. In the 1960s, Tammy and the Midnight Squad were sent into a series of caverns surrounding the Earth's molten core, where a Soviet villain known as the Red Threat intended to destroy the world. To save the Earth, Tammy possessed the body of the Red Threat. Her body was destroyed, but her consciousness survived, trapped within the Red Threat. During the Rikti Invasion, the Red Threat was destroyed, and Tammy's astral form was at last free. She renamed herself Numina, and threw herself into the war against the Rikti. In the war's aftermath, Numina uses her abilities to nurture the next generation of heroes.

Powers/Abilities:

Levitate: Ranged, moderate damage (Smash)

Dominate: Ranged, moderate damage (Psionic), foe Hold

Total Domination: Ranged (targeted AoE), foe Hold

Telekinetic Blast: Ranged, moderate damage (Smash/Psionic), foe Knockback

Will Domination: Ranged, high damage (Psionic), foe Sleep

Psionic Tornado: Ranged (targeted AoE), moderate DoT (Psionic), foe Knockback

Psychic Wail: Close (AoE), extreme damage (Psionic), foe Disorient -Recharge, self -Recovery

Heal Other: Ally Strong Heal, self moderate damage (Special)





Resurrect: Ally rez

Fortitude: Ally +Def (all), +damage, +ACC

Adrenalin Boost: Ranged, ally +Endurance, +Regeneration, +Recharge, Res (Slow)

Ethereal: Stealth

Resistance: Psionic and Negative Energy

Resistance: Protection against Stun, Hold, Fear, Confuse, Knockback (high), Resistance to all debuffs (high)

Fly

CITADEL

Archvillain: Levels 40–54

Citadel was the first android hero. In the initial Rikti onslaught, he took heavy damage and was almost destroyed. With Positron's help, scientists at D.A.T.A. created a second version of Citadel using the old model's original memory core and the remnants of a power suit, once worn by the hero Horatio. Citadel does not fully understand human ways, but he is a valiant defender of Paragon City. He has recently undergone a major upgrade to his systems.

Powers/Abilities:

Barrage: Melee, minor damage (Smash/Energy), foe Disorient

Energy Punch: Melee, moderate damage (Smash/Energy), foe Disorient

Bone Smasher: Melee, high damage (Smash/Energy), Disorient

Whirling Hands: PBAoE Melee, moderate damage (Smash/Energy)

Energy Transfer: Melee, extreme damage (Energy/Smash), foe Disorient, self -HP

Power Burst: Close, high damage (Energy/Smash), foe Knockback

Explosive Blast: Ranged (targeted AoE), moderate damage (Smash/Energy), foe Knockback

Energy Torrent: Ranged (Cone), moderate damage (Energy/Smash), foe Knockback

Overload: Self +Def (all but Psionics), +Recovery, +Max HP, Res (debuff Def), +Special

Nova: PBAoE, extreme damage (Energy/Smash), foe Knockback, Self -Recovery

Entropy Shield: Self +Res (Knockback, Repel, Disorient, Hold, Sleep, Immobilize, Teleport, debuff Def)

Resistance: Protection against Stun, Hold, Fear, Confuse, Knockback (high), Resistance to all debuffs (high)

Fly

SISTER PSYCHE

Archvillain: Levels 40–54

Even in her childhood, it was obvious that Sister Psyche was blessed. The tremendous scope of her mental powers was far beyond that of any hero, past or present. When the Rikti War descended, Sister Psyche knew she had to make her gift count. She did, but at a price. She exhausted her powers so thoroughly that she fell into a coma. A young heroine named Aurora Borealis offered to play host to Sister Psyche's projected mental self. Of course, this situation could not last forever. Now back in her own body, Sister Psyche has dedicated herself to helping to shape the tremendous gifts of the young Aurora. It's a responsibility she takes seriously, as well as a consolation for the loss of her former protégé, Malaise. When the psychic link between the two women was first disrupted, Sister Psyche lost her mental control over Malaise's dual personalities. The evil Malaise reasserted himself, and quickly made his departure. His present whereabouts are as yet unknown.

Powers/Abilities:

Mesmerize: Ranged, moderate damage (Psionic), foe Sleep

Levitate: Ranged, moderate damage (Smash)

Dominate: Ranged, moderate damage (Psionic), foe Hold

Mass Hypnosis: Ranged (targeted AoE), foe Sleep

Total Domination: Ranged (targeted AoE), foe Hold

Psychic Shockwave: Close (AoE, High DMG (Psionic), Disorient, -Recharge

Force Bolt: Ranged, minor damage (Smash), foe Knockback

Power Blast: Ranged, moderate damage (Energy/Smash), foe Knockback

Energy Torrent: Ranged (Cone), moderate damage (Energy/Smash), foe Knockback

Power Burst: Close, high damage (Energy/Smash), foe Knockback

Explosive Blast: Ranged (targeted AoE), moderate damage (Smash/Energy), foe Knockback

Force Shield: Ally +Def (all)

Personal Force Field: Self +Def, Res (all)

Resistance: Negative Energy and Energy, Psionic

Resistance: Protection against Stun, Hold, Fear, Confuse, Knockback (high), Resistance to all debuffs (high)

Fly

SYNAPSE

Archvillain: Levels 40–54

Steven Berry was an average man until Crey Industries got hold of him. The Crey scientists were testing a number of radical procedures for inducing super powers. Steven was blasted with high doses of electricity for days. It amplified the electrical energy in his body, giving him the ability to harness it into super speed and



electrical blasts. Synapse escaped Crey's clutches by shorting out the lab where he was kept prisoner. To this day, Crey executives deny any knowledge of the project in which Synapse was an unwilling participant.

Powers/Abilities:

Charged Bolts: Ranged, moderate damage (Energy), foe -Endurance

Lightning Bolt: Ranged, high damage (Energy), foe -Endurance

Ball Lightning: Ranged (targeted AoE), moderate DoT (Energy), foe -Endurance

Thunderous Blast: AoE Melee Smashing Energy (high), Endurance Drain (high)

Havoc Punch: Melee, moderate damage (Smash/Energy), foe Sleep, -Endurance

Lightning Clap: PBAoE, foe Disorient, Knockback

Thunder Strike: Melee (AoE), high damage (Smash, Energy), foe Disorient, Knockback

Synaptic Strike: Melee Smashing and Energy

Whirlwind: PBAoE, foe Knockback

Resistance: Protection against Stun, Hold, Fear, Confuse, Knockback (high), Resistance to all debuffs (high), increased Recovery, Resistance to Endurance Drains, Taunt, Run Speed debuffs, Immobilize, Jump Height debuffs, Recharge debuffs, Defense boost

POSITRON

Archvillain: Levels 40–54

Dr. Raymond Keyes developed a high-tech battle suit that allowed him to channel bolts of antimatter into fierce attacks. He used his powers to help defeat the Rikti, but at a terrible cost. Due to injuries he sustained at that time, he lost full control of his powers. Now, to protect others from himself, he remains imprisoned within his battle suit. He is constantly searching for a cure for his condition, but that does not stop him from contributing to the defense of Paragon City and contributing many other technological breakthroughs for the good of all.

Powers/Abilities:

Neutrino Bolt: Ranged, minor damage (Energy), foe -Def

Irradiate: Close (AoE), moderate DoT (Energy), foe -Def

Electron Haze: Close, moderate Cone damage (Energy), foe -Def, Knockback

Cosmic Burst: Close, extreme damage (Energy), foe Disorient, -Def

Neutron Bomb: Ranged (targeted AoE), moderate damage (Energy), foe -Def

Atomic Blast: AoE, Smashing (moderate), Energy (high), Stun, -Def

Enervating Field: Ranged (targeted AoE), foe -damage, -Res

Lingering Radiation: Ranged (targeted AoE), foe -Speed, -Recharge, -Regen

Choking Cloud: PBAoE, foe Hold

EM Pulse: PBAoE, foe Hold, -Endurance, -Regen, Special vs. Robots, self -Recovery

Overcharge: Self +Def (all but Psionics), +Recovery, +Max HP, Res (debuff Def)

Resistance: Smashing, Lethal and Energy

Fly

Resistance: Protection against Stun, Hold, Fear, Confuse, Knockback (high), Resistance to all debuffs (high)

MANTICORE

Archvillain: Levels 40–54

Justin Sinclair was raised in a huge mansion in the outskirts of Paragon City by his English nanny, Virginia Bowman. The sole beneficiary of a huge trust fund, Manticore received training in all manner of mental and physical pursuits, but excelled in archery. When he turned 18, Miss Bowman revealed to him his true heritage. Manticore's father had once been a costumed vigilante in England, until he and his wife died at the hands of a German villain called Protean. Deeply affected by the story, Manticore took up his father's mantle and vowed to bring the 5th Column down.

Powers/Abilities:

Fistful of Arrows: Ranged (Cone), moderate damage (Lethal)

Blazing Arrow: Ranged, high damage (Lethal), minor DoT (Fire)

Explosive Arrow: Ranged (targeted AoE), moderate damage (Lethal/Smash), Knockback

Stunning Shot: Ranged Disorient, minor damage (Smashing)

Rain of Arrows: Ranged (location AoE), extreme DoT (Lethal)

Entangling Arrow: Ranged, target Immobilize, -Fly

Ice Arrow: Ranged, foe Hold, -Speed, -Recharge

Poison Gas Arrow: Ranged AoE, foe -damage, Sleep

Acid Arrow: Ranged AoE minor DoT (Toxic), foe -Res (all), -Def

EMP Arrow: AoE, foe Hold, Special vs. Robots, self -Recovery

Teleport Arrow: Ranged, high damage (Lethal), Knockback

Stealth: Self Stealth, +Def (all)

Maneuvers: PBAoE, team +Def (all)

Resistance: Protection against Stun, Hold, Fear, Confuse, Knockback (high), Resistance to all debuffs (high)





STATESMAN

Archvillain: Levels 40–54

Powers/Abilities:

Punch: Melee, moderate damage (Smash), Knockback

Haymaker: Melee, high damage (Smash), Knockback

Hand Clap: PBAoE, foe Disorient, Knockback

Knockout Blow: Melee, extreme damage (Smash), foe Hold

Hurl: Ranged, high damage (Smash), Knockback, -Fly

Foot Stomp: PBAoE Melee, moderate damage (Smash), Knockback

Hammer of Justice: Melee AoE Smashing (high), Knockback

Dull Pain: Self Heal, +Max HP

Unstoppable: Self, +Res (Disorient, Sleep, Hold, Immobilize, Knockback, all damage but Psionics)

Zeus' Lightning Bolt: Ranged AoE Energy (high), Endurance Drain (high)

Resistance: Smashing, Lethal, Energy (high), Fire, Cold (moderate), Negative Energy, Psionic, Toxic (low); Resistances to all debuffs (high); Protection against Fear, Stun, Confuse, Knockback, Immobilize, Taunt (high)

LONGBOW

ZENFLOWER

Archvillain: Levels 46–54

Blessed with the powers of nature, the young heroine Zenflower fights those who would hurt or misuse nature for their own evil ends.

Powers/Abilities:

Entangle: Ranged, moderate DoT (Smashing, Lethal), Immobilize

Strangler: Ranged, moderate DoT (Smashing), Hold

Roots: Ranged (targeted AoE), minor DoT (Smashing, Lethal), Immobilize

Spore Burst: Ranged (targeted AoE), Sleep

Seeds of Confusion: Ranged (Cone), Confuse

Vines: Ranged (targeted AoE), Hold

Carrion Creepers: Summon Creepers, Ranged (location AoE), target -Speed, -Fly, -Jump

Fly Trap: Summon Fly Trap Ranged Control Special

Resistance: Low Def to all attack types, Resistance to debuffs, Protection against Hold, Sleep, Immobilize, Fear, and Knockback

AGENT CRIMSON

Archvillain: Levels 46–54

Rumors abound throughout the villain underground about two dangerous government operatives, code-named Agent Crimson and Agent Indigo. Crimson is the wet-work specialist. A highly trained agent with superhuman senses, Crimson has cut down several potential threats to the world before they could achieve their plans.

Powers/Abilities:

Cloaking Device: Self Stealth, +Def (all)

Thunder Kick: Melee, minor damage (Smash), minor Disorient

Storm Kick: Melee, moderate damage (Smash)

Cobra Strike: Melee, minor damage (Smash), Disorient

Crane Kick: Melee, high damage (Smash), Knockback

Dragon's Tail: PBAoE Melee, moderate damage (Smash), Knockback

Quickness: Self +Recharge, +Speed, Res (Slow)

Elude: Self +Def, +Speed, +Recovery, Res (debuff Def), +Special

Eagle's Claw: Melee, superior damage (Smash), minor Disorient, +Special

Caltrops: Ranged (location AoE), minor DoT (Lethal), -Speed

Exploding Shuriken: Ranged AoE Lethal (high)

Sleep Dart: Ranged (targeted AoE), Sleep

Poison Dart: Ranged Lethal Toxic (low), Regeneration debuff

Web Grenade: Ranged, target Immobilize, -Recharge, -Fly

Paralytic Dart: Ranged Lethal (low), Hold

Stun Grenades: Ranged (targeted AoE) Disorient

LONGBOW RIFLEMAN

Minion: Levels 10–54

Powers/Abilities:

Levels 10–19

Adv Assault Rifle Burst: Melee minor damage (Lethal), DoT (Lethal)

Brawl: Melee minor damage (Smashing)

Tech Armor: Smash and Lethal Res

Levels 20–29

Adv Assault Rifle Slug: Ranged Lethal, +Knockback

Levels 30–39

Adv Assault Rifle Heavy Burst: Ranged DoT (Lethal), -Def

Rifle Butt: Melee moderate damage (Smashing)

Levels 40–54

Frag Grenade: Ranged AoE Lethal/Smashing, Knockback

NOTE

1.1 XP modifier



LONGBOW MINIGUN

Minion: Levels 20–54

Powers/Abilities: Levels 20–29

Chain Gun Heavy Burst: Ranged DoT (Lethal), -Def

Brawl: Melee minor damage (Smashing)

Tech Armor: Smash and Lethal Res

Levels 30–39

Chain Gun Short Burst: Ranged DoT (Lethal), -Def

Rifle Butt: Melee moderate damage (Smashing)

Levels 40–54

Frag Grenade: Ranged AoE Lethal/Smashing, Knockback

NOTE

1.1 XP modifier

LONGBOW FLAMETHROWER

Minion: Levels 10–54

Powers/Abilities: Levels 10–29

Flamethrower: Ranged (Cone), extreme DoT (Fire)

Brawl: Melee minor damage (Smashing)

Tech Armor: Smash and Lethal Res

Levels 30–39

Ignite: Ranged (targeted AoE), moderate DoT (Fire)

Rifle Butt: Melee moderate damage (Smashing)

Levels 40–54

Incendiary Grenade: Targeted AoE Lethal/Smashing, Knockback

NOTE

1.1 XP modifier

LONGBOW EAGLE

Minion: Levels 20–54

Powers/Abilities: Levels 20–29

Slug: Ranged low damage (Lethal), Knockback

Adv Assault Rifle Burst: Ranged minor damage (Lethal), DoT (Lethal)

Brawl: Melee minor damage (Smashing)

Fly

Tech Armor: Smash and Lethal Res

Levels 30–39

Rifle Butt: Melee moderate damage (Smashing)

Adv Assault Rifle Heavy Burst: Ranged DoT (Lethal), -Def

Levels 40–54

Frag Grenade: Ranged AoE Lethal/Smashing, Knockback

NOTE

1.1 XP modifier

SPEC·OPS

Minion: Levels 20–54

Powers/Abilities: Levels 30–39

Stealth: Self Stealth, +Def (all)

Web Grenade: Ranged, target Immobilize, -Recharge, -Fly

M30 Grenade: Targeted AoE Lethal/Smashing, Knockback

Slug: Ranged low damage (Lethal), Knockback

Burst: Ranged, moderate damage (Lethal), -Def

Brawl: Melee minor damage (Smashing)

Tech Armor: Smash and Lethal Res

Levels 40–54

EMP Grenade: Ranged AoE, foe Hold, Special vs. Robots, -Endurance

NOTE

1.1 XP modifier, limit 1 per spawn

NULLIFIER

Lieutenant: Levels 10–54

Powers/Abilities: Levels 10–19

Slug: Ranged low damage (Lethal), Knockback

Burst: Ranged, moderate damage (Lethal), -Def

Tech Armor: Smash and Lethal Res

Brawl: Melee minor damage (Smashing)

Rifle Butt: Melee moderate damage (Smashing)

Levels 20–29

M30 Grenade: Ranged (targeted AoE), moderate damage (Lethal/Smash), Knockback

Levels 30–39

Beanbag: Ranged, minor damage (Smash), Disorient

Levels 40–54

Sonic Grenade: AoE -Res (all)

NOTE

1.1 XP modifier

LONGBOW OFFICER

Boss: Levels 10–54

Powers/Abilities: Levels 10–19

M30 Grenade: Targeted AoE Lethal/Smashing, Knockback

Buckshot: Ranged (Cone), moderate damage (Lethal), Knockback

Slug: Ranged low damage (Lethal), Knockback

Leadership: PBAoE, team +Def, +damage, +ACC, Res (Confuse), +Perception





Brawl: Melee minor damage (Smashing)

Rifle Butt: Melee moderate damage (Smashing)

Tech Armor: Smash, Lethal and Psionic Res

Levels 20–29

Burst: Ranged, moderate damage (Lethal), -Def

Levels 30–54

Full Auto: Ranged (Cone), superior damage (Lethal), +Special

BALLISTA

Elite Boss: Levels 20–54

Powers/Abilities: Levels 20–29

Force Bolt: Ranged, minor damage (Smash), Knockback

Bone Smasher: Melee, high damage (Smash/Energy), Disorient

Energy Punch: Melee, moderate damage (Smash/Energy), Disorient

Energy Torrent: Ranged (Cone), moderate damage (Energy/Smash), Knockback

Explosive Blast: Ranged (targeted AoE), moderate damage (Smash/Energy), Knockback

Protective Shield: Ranged, ally +Def (Smash, Lethal, Fire, Cold, Energy, Negative), Res (Toxic, Endurance Drain)

Resistance: Smash, Lethal, Fire, Cold, Energy, Negative Energy, Psionic and Toxic, +Recovery, Knockback Protection and Resistance

Levels 30–39

Repulsion Field: Toggle: PBAoE Knockback

Dispersion Bubble: PBAoE, team +Res (Hold, Immobilize, Disorient) +Def (all)

Levels 40–54

Detention Field: Ranged, Capture

WARDEN

Boss: Levels 1–54

ENERGY BLASTER

Powers/Abilities: Levels 1–9

Power Bolt: Ranged Energy Knockback

Explosive Blast: Targeted AoE Smash/Energy, Knockback

Levels 10–15

Power Blast: Ranged Energy/Smash, Knockback

Power Thrust: Melee Smashing/Energy, +Knockback

Levels 16–20

Energy Torrent: Cone Energy/Smash, Knockback

Power Burst: Close, high damage (Energy/Smash), Knockback

Fly

ICE BLASTER

Powers/Abilities: Levels 10–15

Ice Bolt: Ranged, minor damage (Cold/Smash), -Recharge, -Speed

Ice Blast: Ranged, moderate damage (Cold/Smash), -Recharge, -Speed

Fire Sword: Melee, moderate damage (Fire/Lethal)

Frost Breath: Close (Cone), moderate DoT (Cold), -Recharge, -Speed

Combustion: Melee (AoE), moderate DoT (Fire)

Ice Storm: Ranged (location AoE), minor DoT (Cold, Lethal), -Recharge, -Speed

Levels 16–20

Bitter Ice Blast: Ranged, superior damage (Cold/Smash), -Recharge, -Speed, -ACC

Fly

MARTIAL ARTS SCRAPPER

Powers/Abilities: Levels 10–15

Thunder Kick: Melee, minor damage (Smash), minor Disorient

Storm Kick: Melee, moderate damage (Smash)

Shuriken: Ranged Lethal, low damage

Cobra Strike: Melee, minor damage (Smash), Disorient

Levels 16–20

Focused Fighting: Self +Def (Melee), Res (Confuse, debuff Def)

Levels 21–25

Crane Kick: Melee, high damage (Smash), Knockback

Exploding Shuriken: Ranged AoE Lethal (high)

Levels 26–30

Inner Focus: Self +Def (Melee, ranged, AoE), Res (Confuse), +Perception

Levels 31–35

Dragon's Tail: PBAoE Melee, moderate damage (Smash), Knockback

Quickness: Auto: Self +Recharge, +Speed, Res (Slow)

Levels 36–40

Elude: Self +Def, + Speed, +Recovery, Res (debuff Def), +Special

Levels 41–54

Eagle's Claw: Melee, superior damage (Smash), minor Disorient, +Special

SPINES SCRAPPER

Powers/Abilities: Levels 1–9

Barb Swipe: Melee, minor damage (Lethal), DoT (Toxic), -Speed, -Recharge

Impale: Ranged, high damage (Lethal), DoT (Toxic), Immobilize, -Recharge, -Fly



Regeneration: Auto: Self +Recovery, +Regen

Levels 10–20

Lunge: Melee, moderate damage (Lethal), DoT (Toxic) -Speed, -Recharge

Spine Burst: PBAoE Melee, moderate damage (Lethal), DoT (Toxic), -Speed, -Recharge

Levels 21–30

Quills: PBAoE, minor DoT (Lethal), -Speed, -Recharge

Ripper: Melee (Cone), high damage (Lethal), DoT (Toxic), Knockback, -Speed, -Recharge

Levels 31–40

Spine Throwing: Ranged (Cone), moderate damage (Lethal), DoT (Toxic), -Speed, -Recharge

Reconstruction: Self Heal, +Res (Toxic)

Levels 41–54

Revive: Self Rez

FIRE TANKER

Powers/Abilities: Levels 1–9

Combustion: Melee (AoE), moderate DoT (Fire)

Fire Sword: Melee, moderate damage (Fire/Lethal)

Fire Breath: Close (Cone), moderate DoT (Fire)

ENERGY TANKER

Powers/Abilities: Levels 10–20

Barrage: Melee, minor damage (Smash/Energy), Disorient

Energy Punch: Melee, moderate damage (Smash/Energy), Disorient

Energy Torrent: Ranged (Cone), moderate damage (Energy/Smash), Knockback

Bone Smasher: Melee, high damage (Smash/Energy), Disorient

Temp Invulnerability: Toggle: Self +Res (Smash, Lethal)

Resistance: Auto Lethal, Smash, Fire, Cold, Energy, Negative Energy, Toxic, Radiation

Levels 21–40

Laser Beam Eyes: Ranged, moderate damage (Energy), -Def

Whirling Hands: PBAoE Melee, moderate damage (Smash/Energy)

Unyielding: Self +Res (Knockback, Sleep, Disorient, Hold, Immobilize, Fire, Cold, Energy, Negative), self -Def

Fly

Levels 41–54

Total Focus: Melee, extreme damage (Energy/Smash), Disorient

Unstoppable: Self, +Res (Disorient, Sleep, Hold, Immobilize, all damage but Psionics)

SUPER STRENGTH TANKER

Powers/Abilities: Levels 10–20

Jab: Melee, minor damage (Smash), minor Disorient

Punch: Melee, moderate damage (Smash), Knockback

Hurl: Ranged, high damage (Smash), Knockback, -Fly

Temp Invulnerability: Self +Res (Smash, Lethal)

Resistance: Auto Lethal, Smash, Fire, Cold, Energy, Negative Energy, Toxic, Radiation

Levels 21–30

Haymaker: Melee, high damage (Smash), Knockback

Hand Clap: PBAoE, Disorient, Knockback

Unyielding: Self +Res (Knockback, Sleep, Disorient, Hold, Immobilize, Fire, Cold, Energy, Negative), self -Def

Fly

Levels 31–40

Knockout Blow: Melee, extreme damage (Smash), Hold

Foot Stomp: PBAoE Melee, moderate damage (Smash), Knockback

Levels 41–54

Unstoppable: Self, +Res (Disorient, Sleep, Hold, Immobilize, all damage but Psionics)

PSYCHIC DEFENDER

Powers/Abilities: Levels 21–30

Heal Other: Ally Heal

Healing Aura: PBAoE, team +Heal

Subdue: Ranged, moderate damage (Psionic), Immobilize

Telekinetic Blast: Ranged, moderate damage (Smash/Psionic), Knockback

Mental Blast: Ranged, moderate damage (Psionic), target -Recharge

Regeneration Aura: PBAoE, ally +Regeneration

Fly

Levels 31–40

Psionic Tornado: Ranged (targeted AoE), moderate DoT (Psionic), Knockback

Scramble Thoughts: Ranged, minor damage (Psionic), Disorient

Levels 41–54

Psychic Wail: Close (AoE), extreme damage (Psionic), Disorient -Recharge, self -Recovery

ELECTRIC DEFENDER

Powers/Abilities: Levels 21–30

Gale: Ranged (Cone), minor damage (Smash), Knockback

Snow Storm: Ranged (targeted AoE), -Speed, -Recharge, -Fly

Charged Bolts: Ranged, moderate damage (Energy), -Endurance





Lightning Bolt: Ranged, high damage (Energy), -Endurance

Ball Lightning: Ranged (targeted AoE), moderate DoT (Energy), -Endurance

Lightning Storm: Create Storm: Ranged, high damage (Energy), -Endurance

Fly

Levels 31–40

Tesla Cage: Ranged, minor damage (Energy), Hold, -Endurance

Thunder Clap: PBAoE, Disorient

Levels 41–54

Thunderous Blast: Ranged (targeted AoE), extreme damage (Energy), -Endurance, -Recovery, self -Recovery

SONIC DEFENDER

Powers/Abilities:
Levels 21–30

Shriek: Ranged, minor damage (Smash/Energy), -Resist

Scream: Ranged, moderate DoT (Smashing/Energy), -Res

Shockwave: Ranged (Cone), minor damage (Smashing/Energy), Knockback

Howl: Ranged Cone, moderate damage (Smashing/Energy), -Res (all)

Sonic Siphon: Ranged, -Res (all)

Fly

Levels 31–40

Screech: Ranged, minor damage (Smashing/Energy), Disorient, -Res (all)

Liquefy: Ranged (Location AoE), minor damage (Smashing/Energy), Hold, Knockdown, -ACC, -Def

Levels 41–54

Dreadful Wail: PBAoE, extreme damage (Energy/Smash), Disorient, -Resist, self -Recovery

RADIATION DEFENDER

Powers/Abilities:
Levels 21–30

Neutrino Bolt: Ranged, minor damage (Energy), -Def

X-Ray Beam: Ranged, moderate damage (Energy), -Def

Enervating Field: Ranged (targeted AoE), -damage, -Res

Electron Haze: Close, moderate Cone damage (Energy), -Def, Knockback

Lingering Radiation: Ranged (targeted AoE), -Speed, -Recharge, -Regen

Cosmic Burst: Close, extreme damage (Energy), Disorient, -Def

Fly

Levels 31–40

Choking Cloud: Toggle: PBAoE, Hold

Neutron Bomb: Ranged (targeted AoE), moderate damage (Energy), -Def

Levels 41–54

Atomic Blast: Close (AoE), extreme damage (Energy/Smash), Hold, -Def, self -Recovery

GRAVITY CONTROLLER

Powers/Abilities:
Levels 31–40

Crush: Ranged, moderate DoT (Smash), Immobilize, -Fly

Lift: Ranged, moderate damage (Smash)

Propel: Ranged, high damage (Smash), Knockback

Transfusion: Ranged, -Endurance, -Regen, team Heal

Siphon Speed: Ranged, -Speed, self +Speed, +Recharge

Crushing Field: Ranged (targeted AoE), minor DoT (Smash), Immobilize, -Fly

Siphon Power: Ranged, -damage, team +damage

Singularity: Summon Singularity: Ranged Control

Fly

Levels 41–54

Gravity Distortion: Ranged, moderate DoT (Smash), Hold, -Fly

MIND CONTROLLER

Powers/Abilities:

Heal Other: Ally Heal

Healing Aura: PBAoE, team +Heal

Fortitude: Ally +Def (all), +damage, +ACC

Regeneration Aura: PBAoE, ally +Regeneration

Levitate: Ranged, moderate damage (Smash)

Dominate: Ranged, moderate damage (Psionic), Hold

Terrify: Ranged (Cone), minor damage (Psionic), Fear (Special)

Mass Hypnosis: Ranged (targeted AoE), Sleep

Fly

Levels 41–54

Total Domination: Ranged (targeted AoE), Hold

ILLUSION CONTROLLER

Powers/Abilities:
Levels 31–40

Energy Torrent: Ranged (Cone), moderate damage (Energy/Smash), Knockback

Force Bolt: Ranged, minor damage (Smash), Knockback

Phantom Army: Summon Decoys Ranged minor damage (Energy/Special)

Spectral Terror: Summon Terror Ranged Fear

Phantasm: Summon Phantasm Ranged moderate damage (Energy)

Protection Shield: Ranged, ally +Def (Smash, Lethal, Fire, Cold, Energy, Negative), Res (Toxic)



Detention Field: Ranged, Capture (Special)

Dispersion Bubble: Toggle: PBAoE, team +Res (Hold, Immobilize, Disorient) +Def (all)

Fly

Levels 41–54

Repulsion Bomb: Ranged (targeted AoE), Knockback, Disorient

NOTE

1.25 XP multiplier

AGENT INDIGO

Archvillain: Levels 31–54

Powers/Abilities: Levels 35–41

Cloaking Device: Self Stealth, +Def (all)

Hack: Melee, high damage (Lethal), -Def

Slash: Melee, moderate damage (Lethal), -Def

Slice: Melee (Cone), moderate damage (Lethal), -Def

Disembowel: Melee, superior damage (Lethal), Knockup, -Def

Whirling Sword: PBAoE Melee, moderate damage (Lethal), -Def

Caltrops: Ranged (Location AoE), minor DoT (Lethal), -Speed

Exploding Shuriken: Ranged AoE Lethal (high)

Sleep Dart: Ranged (targeted AoE), Sleep

Poison Dart: Ranged Lethal Toxic (low), Regeneration debuff

Web Grenade: Ranged, target Immobilize, -Recharge, -Fly

Levels 42–54

Head Splitter: Melee, extreme damage (Lethal), Knockback, -Def

Paralytic Dart: Ranged Lethal (low), Hold

Stun Grenades: Ranged (targeted AoE) Disorient

NOTE

1.25 XP multiplier

AGENT GALLY

Boss: Levels 40–48

Powers/Abilities:

Full Auto: Ranged (Cone), superior damage (Lethal), +Special

Burst: Ranged, moderate damage (Lethal), -Def

M30 Grenade: Targeted AoE Lethal/Smashing, Knockback

Buckshot: Ranged (Cone), moderate damage (Lethal), Knockback

Slug: Ranged low damage (Lethal), Knockback, Brawl, Melee minor damage (Smashing)

Leadership: PBAoE, team +Def, +damage, +ACC, Res (Confuse), +Perception, Rifle Butt, Melee moderate damage (Smashing)

Tech Armor: Smash, Lethal Res

Brawl: Melee minor damage (Smashing)

Rifle Butt: Melee moderate damage (Smashing)

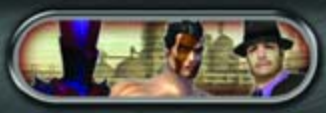
Indomitable Will: Disorient, Sleep, Hold, Confuse, Fear Protection, Psi Defense

Mind Over Body: Auto Smash, Lethal and Psionic Res

NOTE

1.3 XP modifier





CLASS TABLES

The tables here give the inherent values for all entities. This does not include any powers that a particular entity might have; most Archvillains, for instance, have an enormous number of resistances and protections.

For how to use these tables to determine how a power affects an entity, see the section "Interpreting the Tables."

ATTRIBUTES AND MOB RANKS

ATTRIBUTE	MINION	LIEUTENANT	BOSS	ELITE BOSS	ARCHVILLAIN	GIANT MONSTER
Accuracy	1	1.15	1.3	1.3	1.5	1.5
Confuse	-1	-2	-3	-6	-4	-75
Disorient	-1	2	-3	-6	-4	-75
Endurance	100	110	200	800	800	800
Fear	-1	-2	-3	-6	-4	-75
Fly	0	0	0	0	0	0
Hit Points (Level 50)	431	803	2,570	5,354	28,271	70,679
Hold	-1	-2	-3	-6	-4	-75
Immobilize	-1	-2	-3	-6	-3	-10
Placate	-1	-2	-3	-6	-3	-3
Recovery*	1	1	1	1	1	1
Regeneration*	0.08	0.13	0.13	0.13	0.75	0.75
Sleep	-1	-2	-3	-6	-3	-10
Taunt	-1	-2	-3	-6	-3	-3
Teleport	-1	-2	-3	-6	-99	-99
To Hit	0.5	0.5	0.5	0.5	0.5	0.5

ATTRIBUTES AND VILLAIN ARCHETYPES

ATTRIBUTE	BRUTE	DOMINATOR	CORRUPTOR	MASTERMIND	STALKER
Accuracy	1	1	1	1	1
Confuse	-1	-1	-1	-1	-1
Disorient	-1	-1	-1	-1	-1
Endurance	100	100	100	100	100
Fear	-1	-1	-1	-1	-1
Fly	0	0	0	0	0
Hit Points (level 50)	1499	1017	1071	803	1017
Hold	-1	-1	-1	-1	-1
Immobilize	-1	-1	-1	-1	-1
Placate	0	0	0	0	0
Recovery	1	1	1	1	1
Regeneration	0.25	0.25	0.25	0.25	0.25
Sleep	-1	-1	-1	-1	-1
Taunt	0	0	0	0	0
Teleport	0	0	0	0	0
To Hit	0.75	0.75	0.75	0.75	0.75

* A Recovery or Regeneration of 1 means that the entire bar is recovered in one minute. A Regeneration of 0.25 means that it takes four minutes to regain 100 percent Hit Points. A rate of 0.13 would be roughly half that, or eight minutes.